The Elder Scrolls®

BETRAYAL OF THE SECOND ERA

Tutorial Guide

Online Version 1.0

Using This Book

This tutorial is designed to teach ***The Elder Scrolls: Betrayal of the Second Era*** to new players. For this reason, it presents extended examples of a party's first game session to illustrate and reinforce the concepts found in the separate Rulebook. This book will familiarize you with the game's components and walk you through a game session's setup, phases, and major mechanics.

For your first playthrough, it is strongly recommended you use this Tutorial Guide and refer to the Rulebook as needed—some portions of these examples also appear there. You are encouraged to read the sections of the Rulebook not covered in this tutorial as you continue to enjoy the game after your initial playthrough!

Tutorial Overview

Tutorial examples appear in narrative order throughout this book. By proceeding through them, you will cover the setup and the first several "days" of a 2-player game session. You can simply read the tutorial or set up the components to follow along. At the end of the tutorial, you will know enough to begin your own session or continue playing and complete the presented quest.

The tutorial's examples describe specific results for events that are normally random, such as die rolls and card draws. By matching these results, your game will match the tutorial's steps and help connect the rules to the examples as both are presented. Reading or playing through the full examples is recommended to help reinforce your understanding of battles.

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Components

This tutorial uses the province of Black Marsh. Several examples refer to cards that belong to the chosen province. Black Marsh cards have a code at their bottom edge that begins with the initials BM.

Swamp Fever
The fetid environs of Black Marsh have a reputation as breeding grounds for pestilence, and for good reason. After wading through the muck of some uncharted swamp quite some time ago, you still have not quite managed to dry off. You are beset with a deep fatigue; your vision swims as you feel some infection assault your body. It's becoming clear that ignoring your
BM-10
BM-10

Several examples also use specific cards. These are listed below with their card type. You can either remove these cards now for setup or search the deck for the matching cards while following each tutorial example.

Swamp Fever
The fetid environs of Black Marsh have a reputation as breeding grounds for pestilence, and for good reason. After wading through the muck of some uncharted swamp quite some time ago, you still have not quite managed to dry off. You are beset with a deep fatigue; your vision swims as you feel some infection assault your body. It's becoming clear that ignoring your condition is gambling with your life. You need to rest, but that might take time you simply don't have.
BM-10
Mending Fences
As you pass by a small saltrice farm, you see a shirtless, middle-aged Argonian struggling with a broken fencepost that's sunk into the mud. Spotting you, he attempts to wave you over, cursing as the effort allows the post to slip back into the mire.
"The Dark Elves think all is forgiven now that the Pact has been signed," the farmer spits. "But they still control the saltrice markets, and they didn't respect the land they worked if it wasn't home to a Mer. I'm trying to get by on my own now, but it's getting harder all the time to have anything left over after I feed the kwama. Care to lend a hand for an afternoon?"
BM-15
Mysterious Rain
As you set out, a welcome wind is at your back. But when the sky turns gloomy, you know it's not just a change in the breeze. In an astonishingly short span, the darkening sky erupts in a cacophony of lightning and thunder. When it comes, the rain is a hot, stinking, yellow-brown downpour that soaks you within moments. When it finally slackens, a rank mist rises from your swampy surroundings, cutting visibility to mere yards. Simply continuing on your way will be enough challenge today.
BM-09
Tribe As They Might
As naturally as a falling leaf, an Argonian male manifests in front of a patch of shrubbery.
"My tribe has been following your movements," he says. "You respect the land and travel with some skill, though you are still clumsy compared to those who are one with the swamp. We have lived our lives deep within these waters. Trade with us, and we will teach you to walk the marsh."
Your mission still needs doing, but rejecting such a rare offer seems both imprudent and impudent.
BM-16
A Pirate's Death For Ye
The presence of Alten Corimont has always guaranteed a lively culture of pirates and smugglers in Black Marsh, but most of their tall tales of legendary buried treasure in the region have been nothing but idle talk at a late-night saloon. This map, however, seems a little more real.
You found it clutched in the hand of a decaying Orc skeleton, and a quick perusal of the area reveals that the landmarks line up perfectly to show you the mouth of a heretofore hidden cave opening. There's likely plenty of booty inside, but if anyone else finds out about this, you're liable to have a passel of plunderers on your hands.
BM-08
Captive Audience
The crackle of the fire gives away a camp concealed in the marshy jungle. Creeping closer, you spy a caravan of Dark Elves preparing to bed down for the night. Upon further inspection, however, you notice the presence of other races, too – Khajiit, Argonians, and others, all chained and watched over by a vigilant guard. Clearly, not all Dark Elves are taking the Ebonheart Pact's ban on the slave trade seriously, a situation you'd like to rectify immediately.
BM-07

Overland Cards: Set aside the listed cards of each type below. Shuffle the remaining cards into their respective decks. Then, place the set-aside cards on top of each deck in order from top to bottom:

Peaceful Overland Deck: Swamp Fever (BM-10), Mending Fences (BM-15), Mysterious Rain (BM-09), Tribe as they Might (BM-16)

Conflict Overland Deck: A Pirate's Death For Ye (BM-08), Captive Audience (BM-07)

Spore Chamber
When Revealed: Each adventurer must either drain a Combat skill die from anywhere on their adventurer mat or gain a Bane status die.
1: Gain light fatigue until your cooldown track is full.
2: Gain 1 overfatigue.
3+: Deploy 2 level 5 enemies to the closest unoccupied hexes to you. These enemies gain a Bane status die.
BM-01
Darkened Hall
When Revealed: Do not deploy enemies to this tile.
Dim Lighting: The first time an adventurer moves onto this tile, deploy enemies to this tile per this card's challenge scale. Adventurers occupying this tile cannot target enemies not occupying this tile. Adventurers not occupying this tile cannot target enemies occupying this tile.
GE-03

Delve Cards:
Spore Chamber, Darkened Hall

Mages Guild
A diverse collection of magic wielders brought together for the common purposes of research, magical experimentation, and teaching, the Mages Guild is the most well-known assembly of sorcerers and mystics in all of Tamriel.
The party focuses on aid and fact-finding missions. This often includes playing with an allied unit.
Undaunted
Knowing no fear of beast or blade, the Undaunted are a group of daring treasure hunters who throw themselves headlong into delves and dungeons for fame and fortune. They laugh in the faces of death and Daedra for a chance at glory, honor, and treasure.
The party focuses on delves.
Psijic Order
The Psijic Order is a secretive sect dedicated to studying magic in what its members call "the Old Ways." Whether providing advice to kings or establishing safeguards over spellcasting, this enigmatic group is one of the most powerful organizations on Nirn.
The party focuses on investigating magical anomalies. This often includes battles with unique objectives.

Guild Cards:
Mages Guild, Undaunted, Psijic Order

Falkreath Meat Loaf
MEAT
Discard this item. Then, gain 3 bonus HP or each adventurer gains 1 bonus HP.
CO-019
Oak Lightning Staff
DESTRUCTION STAFF
After rolling this engage, you may reroll any 1 skill die. You may choose whether to overtax this after rolling.
Overtax: Set any 2 skill dice to the sides of your choice.
CO-095
Bravil Melon Salad
SALAD
Discard this item. Then, gain 3 tenacity or each adventurer gains 1 tenacity.
CO-018
Quicksilver Dagger
DAGGER
If you have a Stealth status die in your cooldown track, add 3 enemy Combat dice to your engage.
Overtax: Before performing this engage, gain a Stealth status die. It is not removed after dealing damage this engage.
CO-087

Common Item Cards:
Falkreath Meat Loaf, Oak Lightning Staff, Bravil Melon Salad, Quicksilver Dagger

Scampcrusher
MAUL
Ignore 1 defense on your target for each Combat skill die rolled this engage.
Overtax: Ignore all defense on enemies until the end of your turn.
LG-058
Signet of the Worm
RING
Discard this item before rolling during an engage. All damage dealt to your target this engage is also dealt to all other targetable enemies.
LG-031
Sigil of Magnus' Gift
SIGIL
If your Magicka stat is even, act as if it is 1 higher. If you are a Breton or High Elf, this item's effect is still active even while it is in your pack.
LG-027

Legendary Item Cards:
Scampcrusher, Signet of the Worm, Sigil of Magnus' Gift

The Dark Forces of Greed
A Breton mage has reported that a shipment of his tomes has been stolen by cultists. He requests your aid in retrieving it.
Travel to the southernmost conflict landmark and initiate the following clash for that day's encounter. Add level 10: Khajiit Cultist to the EP and deploy it first. If this encounter is successful, complete this quest during your next town encounter and give each adventurer an additional town action. Gain 2 XP during that day's Reward Phase.
You may then attempt to swindle the mage. Make a social check (+ 3). If successful, one adventurer may search the Deck for the item: Glyph of Stamina and gain it, shuffling the deck afterwards.
Battle Objective - Eliminate Khajiit Cultist
3+ players: Conquer
SQ-01

Side Quest Card:
The Dark Forces of Greed

Game Setup

Ryan and Shannon set aside a play area of about 3'x4' and then follow the game's setup steps and diagram (see Rulebook, page 12–page 14).

Choosing a Province

First, Ryan and Shannon look through the core game's 5 provinces and decide they want to play in Black Marsh, so they grab the map and gazetteer that match that province and set them aside.

Dice, Chips, Tokens, and Pegs

Next, they set the game's dice storage trays at the left of the play area, then set the unit chip storage tray at the left and the health chip storage tray at the right. They also sort the tokens into their own tray and place them near the unit chip tray. They leave the tracking pegs set aside for now.

They want to dive into the game through the Jailbreak Introduction encounter, so they leave the enemy chips set aside for now.

Card Decks

Ryan and Shannon create the decks that will drive many of the game's events (***Note:*** When following these examples, leave the components listed on page 4–page 5 aside for ease of use. They will be treated as if they are being drawn off the top of their respective decks).

First, they shuffle all of the side quest cards together. Then, they set that deck in the card tray.

Next, they create the 2 overland card decks: Peaceful (👁) and Conflict (☠). For each type, they shuffle all 10 general cards of that type and draw 4, returning the rest to the game box. Then, they take the 8 Black Marsh cards of that type and shuffle them together with the 4 general cards they drew. Finally, they set the deck in the card tray.

After this, they create the Delve Deck. Checking the Black Marsh Gazetteer, they see that they need to set aside the Submerged Chamber special delve card, so they do so. Then, they shuffle the 7 general delve cards with the remaining Black Marsh delve cards and set that deck in the tray.

Finally, they create the 2 item decks: Common (🎒) and Legendary (🏆). They shuffle all of the cards of each deck, then place each deck in the card tray.

Map Tiles, Journal, and Dials

Ryan and Shannon sort and shuffle the map tiles by shape. They'll need the clash and entrance tiles for the Jailbreak Introduction encounter, so they leave those in the center of the play area.

Ryan grabs a campaign journal for later. He also assembles the XP and Day Dials, setting the XP Dial to 1 as instructed for the Jailbreak Introduction encounter and leaving the Day Dial unset.

Day Dial (unset)

XP Dial

Choose Game Difficulty

Although it's Ryan and Shannon's first game, they feel ready for a challenge and decide to play on Adept difficulty.

Ryan and Shannon must finish the last steps of setup by creating their adventurers, which they will complete by playing the Jailbreak Introduction encounter. After that, they must choose their guild quest.

Play area after component setup.

1. Adventurer Mats (with Class, Race, and Skill Line Reference Sheets)
2. Chip Storage Trays and Enemy Draw Bags
3. Trainer Draw Bag
4. Tokens
5. Dice Trays
6. Map Tiles
7. Gazetteer and Enemy Skill Reference Sheet
8. Overland Map
9. Campaign Journal and Guild Card
10. Day and XP Dials
11. Card Decks in Tray (front to back):
    - **a.** Row 1: Common and Legendary Item Decks
    - **b.** Row 2: Peaceful and Conflict Overland Decks
    - **c.** Row 3: Delve Deck (left) and Side Quest Deck (right)
    - **d.** Row 4: Skill Line Reference Sheets

Component Placement Note

This diagram shows components placed as recommended. Feel free to adjust your play area so that it works best for you.

Creating Adventurers

This is their first game, so Ryan and Shannon each create an adventurer (see Rulebook page 19).

Ryan

1. Ryan decides to play as a Dark Elf, so he takes that race's reference sheet and places it at his adventurer mat's left side. Then, he looks at the Dark Elf's starting attribute values. His stats are 4 Health, 2 Stamina, and 3 Magicka. He also has 2 Combat skill dice.

2. Ryan decides to place his circular attribute tokens into his attribute rows as follows, to prioritize future room for Magicka and Magicka-based skill lines:

- **First row:** 4 Health in the left slot. Health tokens have values, so Ryan flips the Health attribute token to its 4 side before placing it.
- **Second row:** 2 Stamina in the left slot opposed to 2 Combat dice in the right slot. The Stamina token has no value, so Ryan places 2 green tokens in the leftmost square slots of the row. Combat is a skill line, so its token also has no value. Ryan places 2 Combat dice in the rightmost slots of the row.
- **Third row:** 3 Magicka in the left slot. The Magicka token has no value, so Ryan places 3 blue tokens in the row's leftmost square slots.

3. Ryan chooses Destruction Staff as his other starting skill line. He places the Destruction Staff attribute token at the left side of his fourth row. Then, Ryan adds 2 Force Shock dice—the level 1 Destruction Staff skill die—to the leftmost square slots of that row, and sets the skill line reference sheets for the Combat and Destruction Staff skill lines next to his adventurer mat.

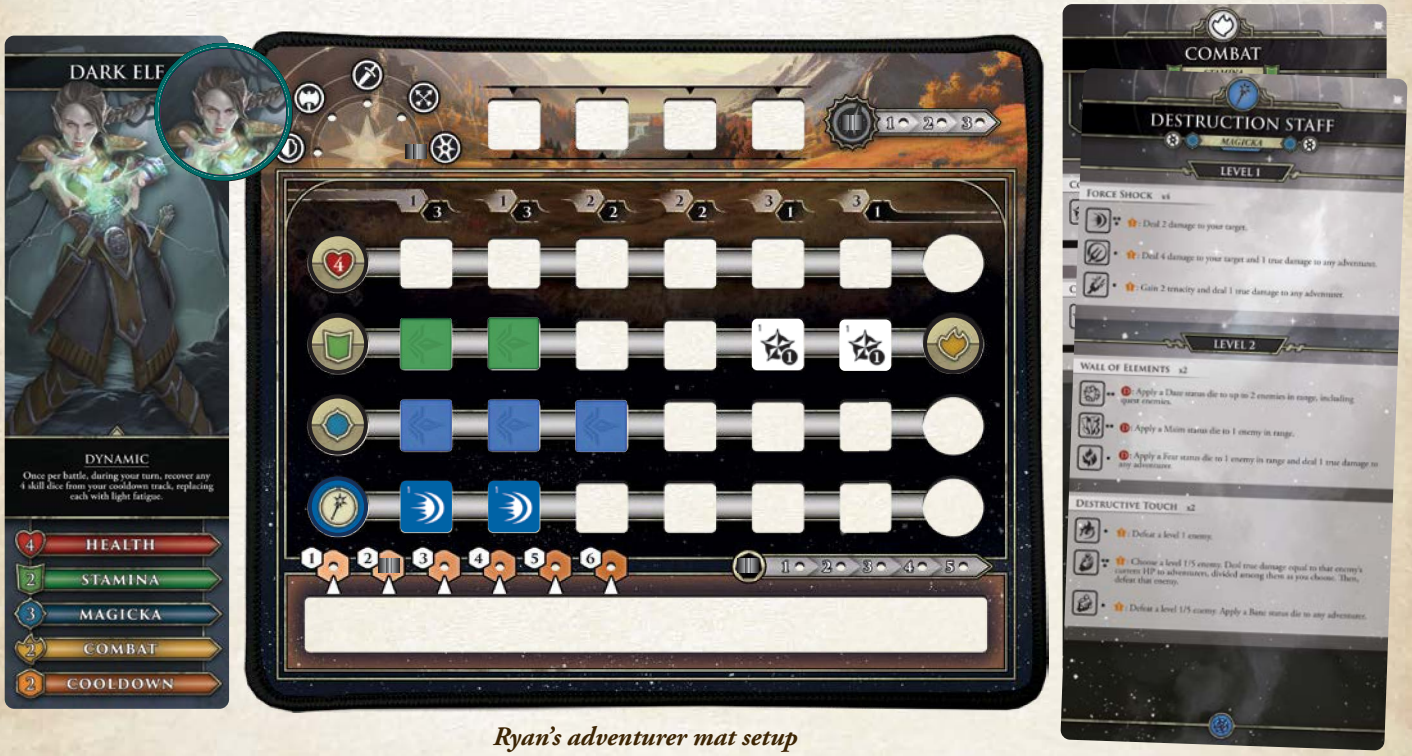
4. Ryan places a peg in his magic ( ) battle form position, as this is the battle form of the Destruction Staff line.

5. Ryan places a peg in the 2 slot above the cooldown track to indicate his Cooldown stat.

6. He also places pegs in the positions at the left of the tenacity and XP tracks to show he has no starting tenacity or saved XP.

7. Ryan thinks about the class he'd like to choose. He wants a class that supports using skill lines like Destruction Staff. Because this is his first game, playing the Jailbreak Introduction encounter seems like a good way to learn more before committing, so he finds the encounter's introduction on page 92 of the Rulebook.

Note: If you are following this example and want to skip the Jailbreak Introduction encounter, Ryan uses the open choices method for class selection and sets the Sorcerer class next to his adventurer mat, novice side up.



Ryan's adventurer mat setup

Shannon

1. Shannon decides to play as an Argonian, so she takes that race's card and chip. Then, she looks at the Argonian starting attribute values. Her stats are 5 Health, 3 Stamina, and 2 Magicka. She also has 1 Combat skill die.

2. Shannon decides to place all of these circular attribute tokens into the left side of her attribute rows as follows, giving her maximum room for future skill lines:

- **First row:** 5 Health. She flips the token to its 5 side.
- **Second row:** 3 Stamina. Shannon places 3 green tokens in the leftmost square slots of that row.
- **Third row:** Combat skill line. Shannon places 1 Combat die in the leftmost slot.
- **Fourth row:** 2 Magicka. Shannon places 2 blue tokens in the leftmost slots.

3. Shannon chooses One Hand and Shield as her other starting skill line. Then, she places that attribute at the right side of her fourth row (opposing Magicka). Next, she adds 2 Shield Discipline dice—the level 1 One Hand and Shield skill die—to the rightmost square slots of that row, and sets the skill line reference sheets for the Combat and One Hand and Shield skill lines next to her adventurer mat.

4. Shannon places a peg in the 2 slot above the cooldown track for her Cooldown stat.

5. Shannon places a peg in her light weapon ( ) battle form position, matching her One Hand and Shield skill line. She also places pegs in the positions at the left of the tenacity and XP tracks to show she has no starting tenacity or saved XP.

6. Shannon thinks about the class she'd like to choose. She wants a class that supports her Argonian's natural mobility (from her Stamina stat) and her chosen One Hand and Shield skill line. Because this is her first game, she also agrees to play the Jailbreak Introduction encounter. Since both adventurers have now selected their starting skill lines, Shannon places the rest of the skill line attribute tokens in the trainer bag.

Note: If you are following this example and want to skip the Jailbreak Introduction, Shannon uses the open choices method for class selection and sets the Acrobat class next to her adventurer mat, novice side up.

Shannon's adventurer mat setup

Ryan and Shannon decide to play the Jailbreak Introduction encounter to determine their adventurers' class choices. While doing so, they refer to the Rulebook's Battle Rules section (page 54–page 72) and also the section on the Jailbreak Introduction encounter (page 92–page 94).

Jailbreak Introduction Encounter—Clash Setup

Ryan and Shannon set up the battle as described in the Rulebook on page 92–page 93.

1. As instructed by the Jailbreak Introduction encounter, the players place the listed level 1 enemy chips – the High Elf Bandit, Argonian Bandit, Skeever Pup, Skeleton, and Spriggan – into the level 1/5 enemy bag, leaving all other enemy chips set aside.

2. The players connect the clash tile to the entrance tile as shown below. After placing the tiles, they place a common (🎒) cache chip in the cache hex shown in the diagram in the Rulebook.

3. There are 2 adventurers, and the XP Dial is set to 1, so the enemy pool (EP) value is 2. The players draw 2 level 1 enemies from the enemy bag and deploy them to the numbered hexes shown in the diagram in the Rulebook. First, they draw a High Elf Bandit and deploy it to Hex 1. Then, they draw an Argonian Bandit and deploy it to Hex 2.

4. The players decide to give the first player token to Shannon.

a. Shannon deploys her Argonian adventurer chip first, to the northmost hex of the entrance tile's first column (which has 2 hexes). She leaves her battle form set to ⚔ so she can use her One Hand and Shield skill dice.

b. Then, Ryan deploys his Dark Elf adventurer chip to the northmost hex of the entrance tile's second column (which has 3 hexes). He leaves his battle form set to ✴ so he can use his Destruction Staff skill dice.

Shannon's battle form

Ryan's battle form

5. The players set the Round Counter die to 1. They are ready to begin their first clash battle!

Initial clash setup

Jailbreak Introduction Encounter—Adventurer Turns

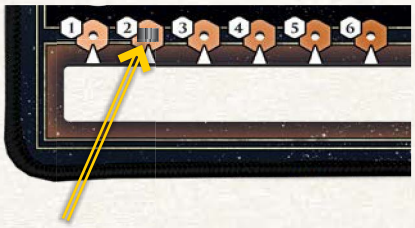
As the first battle round begins, there are no abilities to trigger. This is not a fatigue round, so neither adventurer gains overfatigue or takes fatigue damage (even if they had overfatigue dice in their cooldown track). It is time for the adventurers to take their individual turns (see Adventurer Turns in the Rulebook, page 59–page 61).

Shannon's Turn

Shannon (the Argonian adventurer) took the first player token during the battle setup, so she is first in turn order.

Recovery Step

Before Shannon can take actions, she must resolve her Recovery step. She has a Cooldown stat of 2, which means she would recover the 2 leftmost dice in her cooldown track, but it is currently empty.



Shannon's cooldown track

Move Action

Shannon performs a move action. Her 3 Stamina stat allows her to move 3 hexes toward the High Elf Bandit, stopping adjacent to the High Elf Bandit (on the northeast hex side) and 4 hexes from the Argonian Bandit.

Shannon's move action

Engage Action
Shannon performs an engage action.

1. She is in battle form and chooses not to change it. Since her battle form only allows for her to target adjacent units, she can declare only the High Elf Bandit as her target, and she does so.

2. Shannon can gather a maximum of 3 skill dice with her 3 Stamina, but all the dice she gathers must be from skill lines that either have the icon or no icon. She gathers 2 Shield Discipline dice, which are level 1 dice from One Hand and Shield. She also gathers her available Combat die, because she can use that die with any non- battle form.

Shannon's dice and their corresponding skill sheets

3. Shannon rolls 2 Shield Discipline results which can each deal 1 damage to her target when they are placed in an active slot, as well as a tenacity () result on her Combat die. She resolves both Shield Discipline results to deal a total of 2 damage to the High Elf Bandit, placing the dice in her active slots as she does so.

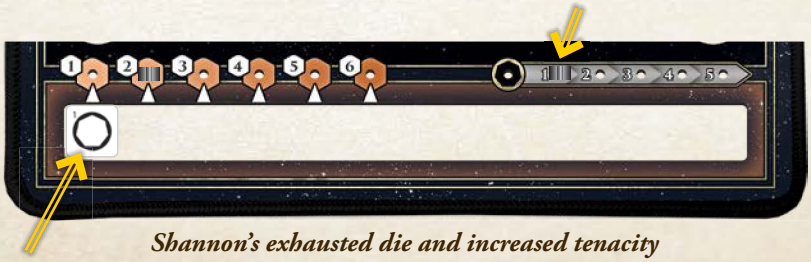
Shannon's die results

4. The High Elf Bandit has 0 defense to prevent the 2 damage. However, the Bandit's Dodge skill reduces the damage dealt by the number of skill dice rolled during the engage that did not deal damage. Because Shannon's Combat die did not deal damage, the Bandit takes only 1 damage and is reduced to 2 HP. The Shield Discipline dice Shannon placed in her active slots will contribute to her defense later.

High Elf Bandit is reduced to 2 HP.

Shannon's active dice

5. Then, Shannon exhausts the Combat die to resolve its result. She places that die in her cooldown track and moves her tenacity peg to show she has 1 tenacity.

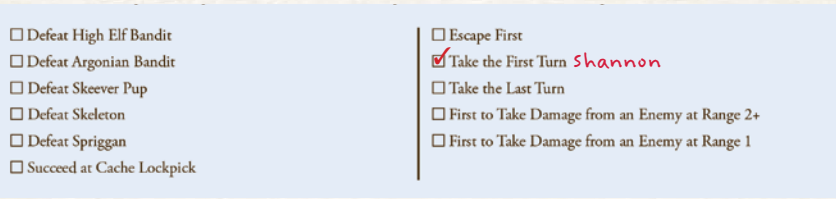


Shannon's exhausted die and increased tenacity

End of Turn

Shannon has no other skill dice to roll. She also does not yet have a class, so she cannot spend her 1 ◯ to perform a class ability. With no actions to perform, Shannon ends her turn.

Shannon has taken the first turn! She checks this off of the list of achievements for the Jailbreak Introduction encounter, noting that the achievement is hers.


☐ Defeat High Elf Bandit
☐ Defeat Argonian Bandit
☐ Defeat Skeever Pup
☐ Defeat Skeleton
☐ Defeat Spriggan
☐ Succeed at Cache Lockpick
☐ Escape First
☑ Take the First Turn Shannon
☐ Take the Last Turn
☐ First to Take Damage from an Enemy at Range 2+
☐ First to Take Damage from an Enemy at Range 1

Shannon marks off her achievement.

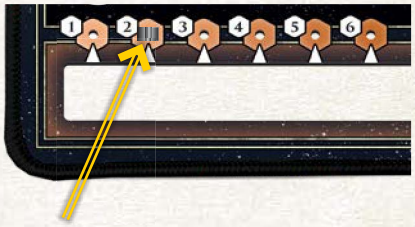
Looking ahead to Shannon's next turn, she will start by recovering the exhausted Combat die in her cooldown track and placing it back in its attribute row. If she exhausts 1 of her active Shield Discipline dice to prevent damage dealt to her before her turn, she will also recover that die (but she can only recover 2 total dice per turn, as her Cooldown stat is 2).

Ryan's Turn

Ryan takes his turn next.

Recovery Step

Ryan resolves his recovery. He has a Cooldown stat of 2, but his cooldown track is currently empty. He moves on to his Action step.



Ryan's cooldown track

Move Action

Ryan performs a move action. His 2 Stamina stat allows him to move up to 2 hexes, so he moves 2 hexes, ending 1 hex northwest of the entrance tile, 3 hexes from the High Elf Bandit and 4 hexes from the Argonian Bandit.

Ryan's move action

Engage Action
Ryan performs an engage action.

1. With his 3 Magicka stat, Ryan's ❂ battle form range is 3, and there are no other enemies in range. Ryan can declare only the High Elf Bandit as his target, and he does so.

2. Ryan can gather a maximum of 3 skill dice with his 3 Magicka stat, but he can gather only dice from skill lines with the ❂ icon (or no battle form) and cannot gather his Combat dice while in ❂ form. He gathers his 2 Force Shock dice, which belong to his Destruction Staff line.

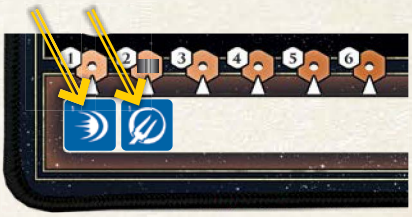
Ryan's dice and their corresponding skill sheet

3. Ryan rolls 1 result that can deal 2 damage to the target and 1 result that can deal 4 damage but must also deal 1 damage to an adventurer.

Ryan's die results

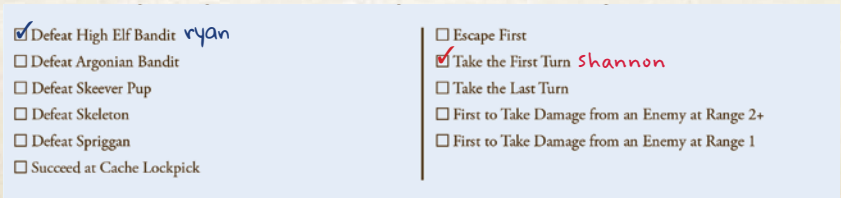
4. The High Elf Bandit's defense value is 0, which means it will not reduce damage due to defense. However, the Bandit's Dodge skill will still reduce the damage it takes if any skill dice rolled against it do not deal damage. Therefore, Ryan decides to resolve both dice and deals 6 damage to the bandit. This reduces that enemy to 0 HP and defeats it. However, Ryan still needs to fulfill the requirement of the die result that he deal 1 damage to an adventurer. He decides to deal the required 1 damage to Shannon. This damage was not dealt to Shannon by an enemy, so she cannot use her Shield Discipline dice to prevent it. Shannon loses 1 HP, reducing her to 4 HP. Then, Ryan exhausts both Force Shock skill dice, placing them in his cooldown track.

Shannon's HP is now reduced to 4, and the High Elf Bandit has been defeated.



Ryan's exhausted dice

5. Ryan has defeated the High Elf Bandit! He checks this off of the list of achievements for the Jailbreak Introduction encounter, noting that this achievement is his.


☑ Defeat High Elf Bandit ryan
☐ Defeat Argonian Bandit
☐ Defeat Skeever Pup
☐ Defeat Skeleton
☐ Defeat Spriggan
☐ Succeed at Cache Lockpick
☐ Escape First
☑ Take the First Turn Shannon
☐ Take the Last Turn
☐ First to Take Damage from an Enemy at Range 2+
☐ First to Take Damage from an Enemy at Range 1

Ryan marks off his achievement.

Second Engage Action
Now aware that he may need a defense against the remaining undefeated enemy, Ryan performs another engage action.

1. Ryan must gain 1 light fatigue to perform another engage action.

Ryan gains a light fatigue.

2. He can change his battle form as part of this action. He has only Combat skill dice to roll, so he must change his form to one that allows him to roll those dice. He switches to defensive (◑) battle form.

Ryan's mat

3. While in ◑ form, Ryan's Combat dice have no "target" ability that can be resolved, so he declares no target.

4. Ryan's 2 Stamina stat allows him to gather both of his Combat dice, so he does.

5. Ryan rolls a ❶ result on each of his dice. Because he is in ◑ battle form, he adds both results to his active slots. If he is engaged later, he can exhaust those dice to prevent damage.

Ryan's active dice

End of Turn
Ryan has no ○ and no class abilities to spend it on if he did, so he decides to end his turn.

Looking ahead to Ryan's next turn, he will start by recovering his 2 Force Shock dice from his cooldown track, leaving a single light fatigue die.

Jailbreak Introduction Encounter—Enemy Turns

Continuing the example from the Jailbreak Introduction Encounter Setup and Adventurer Turn examples, after both adventurers have taken their turns, only 1 enemy remains. If there were more level 1 enemies, the players would decide the order of those enemies' turns. Instead, the Argonian Bandit takes its turn (see Enemy Turns in the Rulebook, page 64).

Argonian Bandit Turn

1. There are no start of turn effects to resolve, so the Argonian Bandit goes straight to its Move step. Although its range is 3, neither adventurer is in range, so the Bandit must move.

a. The Argonian Bandit first determines a destination hex to move toward. The destination hex must be the closest hex where at least 1 targetable unit would be in range. If that is not yet possible, the enemy will move as far as it is able toward the closest opposing unit.

b. Enemies can move up to 2 hexes. There are 2 possible destination hexes that put an opposing unit within the Argonian Bandit's range: the hexes north and northeast of the Bandit's current hex.

c. Since both destination hexes are an equal distance from the Bandit, the Bandit must move toward its priority unit, which is the strongest opposing unit (the one with the most HP). However, both adventurers currently have 4 HP, so the players decide that the Bandit moves toward Shannon (the Argonian adventurer chip). Both destination hexes are of equal distance from Shannon, so the players decide that the Bandit moves 1 hex north. The Bandit stops there because at least 1 targetable unit is now in range.

The Argonian Bandit chooses to move 1 hex north.

2. The Argonian Bandit resolves its Engage step.

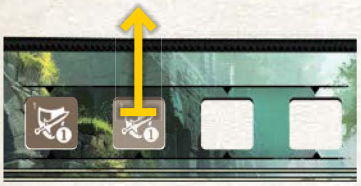
a. The Argonian Bandit determines its target. It has 2 target icons and its priority is the strongest opposing unit. However, both adventurers are in its range of 3, so the Bandit targets both.

b. Ryan gathers and rolls the Bandit's 1 enemy Combat die, for a ❷ result, which is resolved against both adventurers. Then, the players resolve the roll against their adventurers in order of the Bandit's priority, starting with the strongest adventurer. Since the adventurers are currently tied for priority, the players decide that Shannon will resolve the roll against her adventurer first.

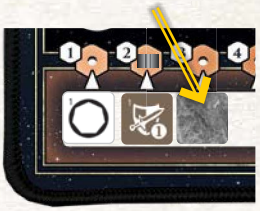
c. Shannon exhausts 1 of her Shield Discipline dice from her active slots to prevent 1 damage. Shannon takes the remaining 1 damage and loses 1 HP, reducing her HP to 3. Shannon places the exhausted Shield Discipline die in her cooldown track. Additionally, she adds 1 light fatigue die to her cooldown track because the Bandit's Enfeeble 1 skill is resolved after the engage. Shannon was the first to take damage from an enemy at range 2 or more, so she checks this off as another achievement!

d. Ryan exhausts both of his Combat dice from his active slots to prevent 2 damage, so he loses no HP. Ryan places both of the exhausted Combat dice in his cooldown track. Then, he also adds 1 light fatigue die to his cooldown track from the Bandit's Enfeeble 1 skill.

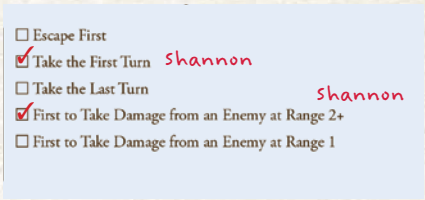
The Argonian Bandit targets both adventurers, but only Shannon takes 1 HP damage.



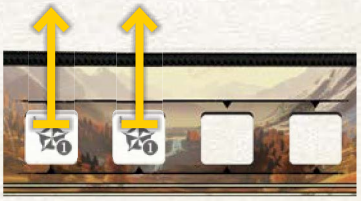
Shannon exhausts 1 of her active dice to prevent 1 HP damage.



Shannon gains a light fatigue.


Escape First
Take the First Turn
Shannon
Take the Last Turn
Shannon
First to Take Damage from an Enemy at Range 2+
First to Take Damage from an Enemy at Range 1

Shannon marks her achievement.



Ryan exhausts both of his active Combat dice to prevent 2 damage.

Ryan's Combat dice, along with a light fatigue, go into his cooldown track.

3. The Argonian Bandit has engaged and the adventurers do not have any abilities to trigger in reaction, so its turn ends.

The adventurers and enemies have taken their turns. This is the time to trigger any end of round effects, but there are none to trigger. The encounter is not complete, so the first round ends and the second round begins.

Jailbreak Introduction Encounter—Adventurer Turns (Round 2)

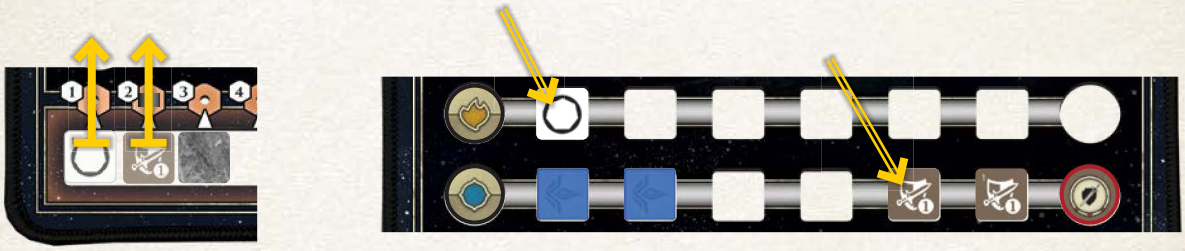
At the start of the second round, the players increase the Round Counter die to 2. It is not a fatigue round, so neither adventurer gains overfatigue. Then, the adventurers take their individual turns.

Shannon's Turn

Shannon (the Argonian adventurer) has the first player token, so she is first in turn order.

Recovery Step

Shannon resolves her Recovery step. She has 1 Combat die, 1 Shield Discipline die, and 1 light fatigue die remaining in her cooldown track from round 1. She has a Cooldown stat of 2, so she recovers her Combat die and Shield Discipline die, placing each die back in its correct attribute row.



Shannon recovers the first two dice in her cooldown track and returns them to their respective places on her player mat.

Move Action

Shannon wants to engage the Argonian Bandit, which is the only remaining enemy. She also wants to try to gain an item from the cache chip. She has a Stamina stat of 3, so she moves 3 hexes, ending in the cache's hex, which is adjacent to the Argonian Bandit's hex.

Shannon moves to the cache chip and is now adjacent to the Argonian Bandit.

Jailbreak Introduction Encounter—Lockpick Example

After moving into the hex with the cache chip, Shannon chooses to make a lockpick check.

1. Shannon looks at the back of the top card of the Deck. The card has a 5-2-2 difficulty code with 3 attempts, so she rolls the 3 lockpick dice, resulting in 1, 2, and 3.

2. She can now adjust results, so she decides to gain 1 light fatigue, which allows her to change 1 result. She changes the 3 result to a 2.

3. She has now matched both 2 digits but has not yet matched the entire code. She still has 2 attempts, so she keeps the matching dice, returns to the roll step again, and rerolls the 1, resulting in a 3.

4. She can again adjust results, so she decides to gain 2 light fatigue, which allows her to change up to 2 results. She changes the 3 result twice, setting it to 5.

5. Shannon has now matched all digits of the code with her dice, so she succeeds at the lockpick check! She checks this off of the list of achievements for the Jailbreak Introduction encounter, noting that this achievement is hers. The cache is unlocked, so she discards the chip and takes the top card of the Deck. It is a consumable item (), the Falkreath Meat Loaf. She adds the item to her ready slots.

6. The lockpick check interrupted Shannon's move action. However, she moved 3 hexes and has no additional movement. If she did, she could continue moving.

Shannon ends her move action.

Common item card with 3 attempts and a 5-2-2 difficulty code.

Shannon gains 3 light fatigue to adjust her lockpick result – 1 in her first roll, 2 in her second roll.

Engage Action
Shannon performs an engage action.

1. She is still in battle form and wants to remain in that form. She is now adjacent to the Argonian Bandit, so she declares the Argonian Bandit as her target.

2. Shannon can gather a maximum of 3 dice with her 3 Stamina. She gathers her 2 available dice: her Combat die and Shield Discipline die.

3. Shannon rolls a 2 result on both her Combat die and Shield Discipline die. She resolves both results to deal a total of 4 damage to the Argonian Bandit.

4. The Argonian Bandit's 1 defense prevents 1 damage, so it takes 3 damage. This reduces the enemy to 0 HP and it is defeated. Shannon exhausts the Combat die and places it in her cooldown track. She places the Shield Discipline die in an active slot.

5. Shannon has defeated the Argonian Bandit! She checks this off of the list of achievements for the Jailbreak Introduction encounter, noting that this achievement is hers. Since she also succeeded at the cache lockpick on her turn, she checks this off the list of achievements as well.

Shannon attacks the Argonian Bandit, dealing 4 damage to it and defeating it.

Shannon's die result

Shannon places her used combat die in her cooldown track.

Shannon places the used die in her Active slot for future use.

Shannon marks off her achievements.

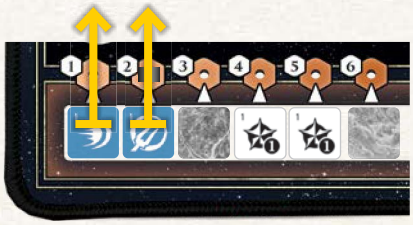
End of Turn
Shannon has no other skill dice to roll and no class ability or other actions to perform. She ends her turn.

Ryan's Turn

Ryan takes his turn next. Now that the Argonian Bandit is defeated, the adventurers have completed the battle's objective, so the encounter will end after this round.

Recovery Step

Ryan resolves his Recovery step. He has 2 Force Shock dice, 1 light fatigue die, 2 Combat dice, and 1 more light fatigue remaining in his cooldown track from round 1. He has a Cooldown stat of 2, so he recovers his 2 Force Shock dice, placing both dice back in their correct attribute row.



Ryan recovers two dice.

End of Turn

Although Ryan has skill dice available, no enemy remains on the battle map, and since he can't reach the escape tiles even with two move actions (in order to claim the escape achievement), there is no reason for him to move. Ryan decides not to perform any actions and ends his turn.

Jailbreak Introduction Encounter—Enemy Turns (Round 2)

There are no enemies left to take turns, so nothing happens in the Enemy Turns step. There are no end of round effects to trigger.

All enemies have been defeated, so the Jailbreak Introduction encounter's objective is fulfilled and the battle ends!

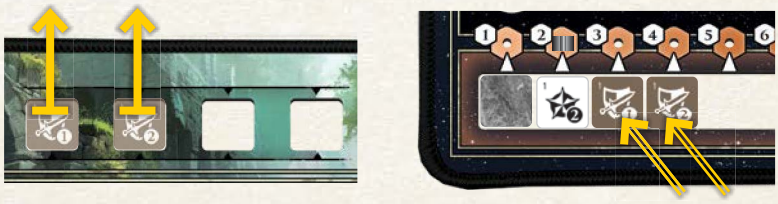
Jailbreak Introduction Encounter—Battle Cleanup

Another round passes in the Jailbreak Introduction encounter, but eventually the adventurers defeat the remaining enemy. This fulfills the objective and ends the battle. Before the players can move on to choose their classes, they clean up the battle (see Rulebook page 86).

1. Each player places their adventurer chip back in its place on their mats.

2. Shannon (the Argonian) still has 2 Shield Discipline dice in her active slots, so she removes them and exhausts them, placing them in her cooldown track. Dice that are already in adventurers' cooldown tracks remain there.

3. The players disassemble the battle map. They take the defeated enemy chips and place them back in their enemy bag. Then, they take all of the other level 1/5 enemy chips they had set aside during setup for the Jailbreak Introduction encounter and also place those in the level 1/5 enemy bag. They also take all of the level 10/20 enemy chips they had set aside and place those in the level 10/20 enemy bag. Finally, they place the cache chip and map tiles back in the supply, ready for the next battle.



Shannon moves her active dice to her cooldown track.

Jailbreak Introduction Encounter—Rewards

With the Jailbreak Introduction encounter over, the players next determine their class rewards. In future battles, they will move on to the Reward Phase, but for now, each adventurer looks at their achievements from the battle to determine which classes they can choose from, picking 1 (see Rulebook page 93).

Ryan

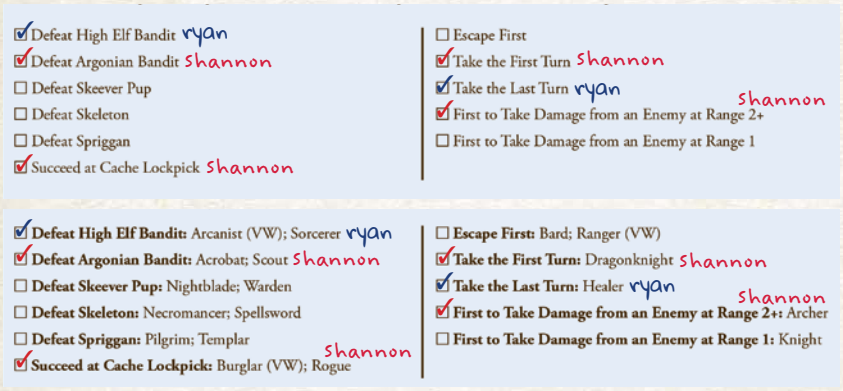
1. Ryan (the Dark Elf) defeated the High Elf Bandit, which allows him to choose the Sorcerer class—he notes that if he were playing with the Valenwood expansion, he could also choose the Arcanist class. Ryan also took the last turn of the battle, so the Healer class is also an option.

2. Ryan decides that the Sorcerer class best fits the magic-heavy playstyle he wants. He takes the Sorcerer class sheet and places it at the right edge of his adventurer mat.

Shannon

1. Shannon (the Argonian) defeated the Argonian Bandit, which allows her to choose either the Acrobat or Scout class. Shannon took the first turn of the battle, so she could choose the Dragonknight class. Shannon also succeeded at the cache lockpick, so she could choose the Rogue class—she notes that if she were playing with the Valenwood expansion, she would be able to choose the Burglar class as well. Finally, Shannon was the first to take damage from an enemy at range 2+, so the Archer class is also an option.

2. Shannon decides that the Acrobat class' mobility sounds like fun, so she takes that class sheet and places it at the right edge of her adventurer mat. Because she chose from her achievement classes, she keeps the 1 tenacity she gained during the battle and the Falkreath Meat Loaf item.


☑ Defeat High Elf Bandit ryan
☑ Defeat Argonian Bandit Shannon
☐ Defeat Skeever Pup
☐ Defeat Skeleton
☐ Defeat Spriggan
☑ Succeed at Cache Lockpick Shannon
☐ Escape First
☑ Take the First Turn Shannon
☑ Take the Last Turn ryan
☑ First to Take Damage from an Enemy at Range 2+ Shannon
☐ First to Take Damage from an Enemy at Range 1
☑ Defeat High Elf Bandit: Arcanist (VW); Sorcerer ryan
☑ Defeat Argonian Bandit: Acrobat; Scout Shannon
☐ Defeat Skeever Pup: Nightblade; Warden
☐ Defeat Skeleton: Necromancer; Spellsword
☐ Defeat Spriggan: Pilgrim; Templar
☑ Succeed at Cache Lockpick: Burglar (VW); Rogue Shannon
☐ Escape First: Bard; Ranger (VW)
☑ Take the First Turn: Dragonknight Shannon
☑ Take the Last Turn: Healer ryan
☑ First to Take Damage from an Enemy at Range 2+: Archer Shannon
☐ First to Take Damage from an Enemy at Range 1: Knight

Achievements Checklist on top; Class Rewards list on bottom.

Shannon's final tenacity and item card

Ryan and Shannon's class choices

Jailbreak Introduction Encounter—Completing Setup

With the Jailbreak Introduction encounter over and their classes chosen, the players can complete setup (see Rulebook, page 12–page 13).

Set Progress Dials

First, they set their XP Dial to 2, which is its starting position. They leave their Day Dial unset as normal for setup.

Adventurers Rest

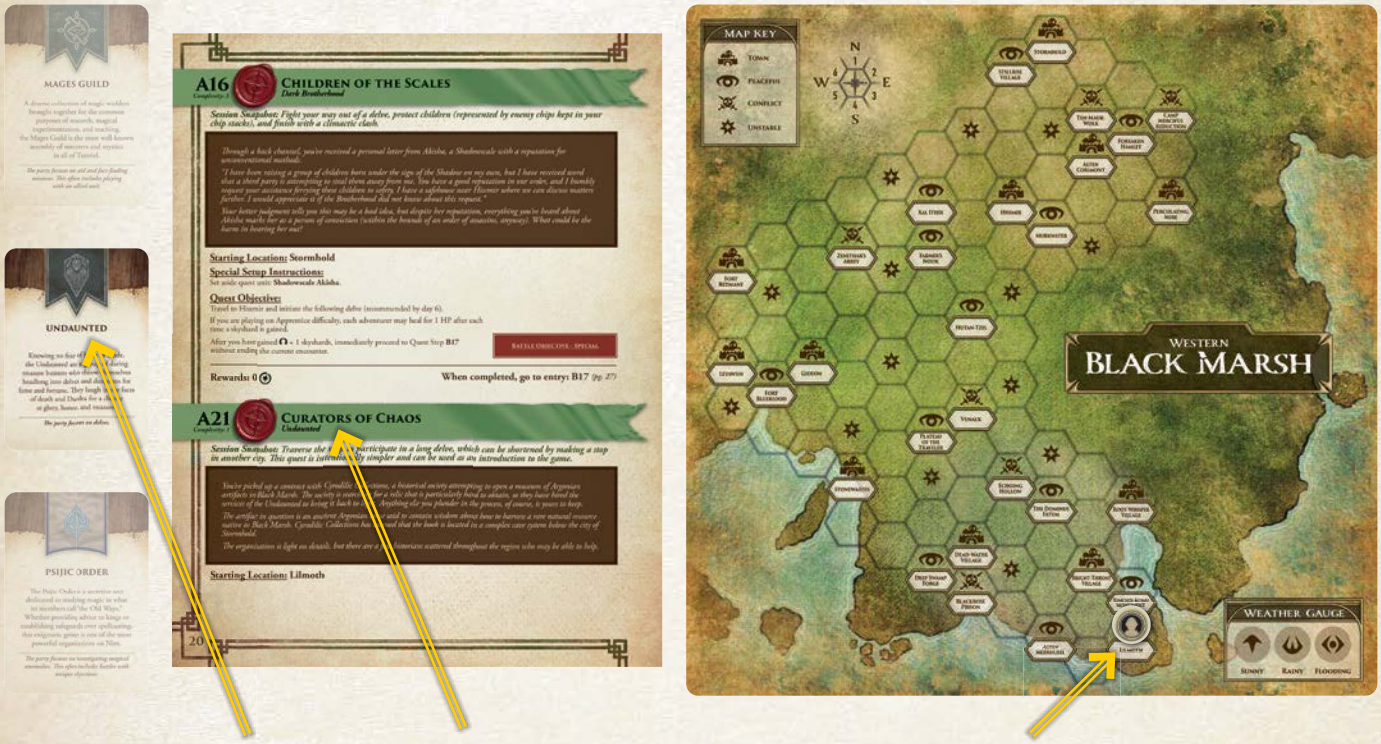
Next, the adventurers can rest. Although a rest happens at the end of each day, this Adventurers Rest is part of the Jailbreak Introduction encounter. It is occurring before the first day of the party's quest and does not have the same effect as later Adventurers Rest steps. Each adventurer heals up to their maximum HP, so Ryan remains at 4 HP and Shannon is restored to 5 HP. Each adventurer also removes all of the dice remaining in their cooldown track—including the fatigue dice that accumulated during the battle.

Choose a Starting Quest

Finally, the players choose their starting quest. They shuffle the 9 guild cards together, then draw 3 guild cards. Each quest is affiliated with a different guild, with a first step described on the page in the Black Marsh Gazetteer as listed below:

- **Mages Guild:** Unnatural Selection (page 18).
- **Undaunted:** Curators of Chaos (page 20).
- **Psijic Order:** Sap of Ages (page 22).

Looking at their 3 options, they decide that working for the Undaunted sounds like the most fun for its level of complexity, so they choose Curators of Chaos as their quest. The players refer to the quest's first step and see its starting location is Lilmoth, so they place their party token in that town's hex.



Quest choice and map setup

Game Phases

Ryan and Shannon are now ready to begin their chosen quest. While doing so, they refer to the Rulebook's Game Phases section (page 34–page 51) and the Black Marsh Gazetteer.

Day 1—New Day and Overland Phases

A campaign begins with the first New Day Phase (see Rulebook page 34). The players did not set the Day Dial during setup, so they set it to 1 now. Additionally, Black Marsh's province effect says that at the start of their first day in Black Marsh, the players must place a overland token on the Sunny weather spot on the weather gauge at the edge of Black Marsh's overland map. They do so, then move on to the Overland Phase.

Adventurers must spend their first day in their starting town, so the party remains in Lilmoth during its first Overland Phase, which triggers a town encounter that must be resolved in the Encounter Phase.

Day 1—Encounter Phase

During day 1, the party resolves its town encounter at Lilmoth, so Ryan and Shannon refer to Lilmoth's entry in the gazetteer (see Black Marsh Gazetteer, page 13).

1. There is no town effect to trigger at the start of the encounter. Instead, Lilmoth's Oliis Bay Tradeways ability affects an adventurer who visits the town's shop (see below).

2. The players reveal the shop's item cards and the trainer's skill lines.

a. Lilmoth's shop has 6 common items and no legendary items. The players draw 6 common cards: Oak Lightning Staff (), Bravil Melon Salad (), Steel Maul (), Old Aldmeri Orphan Gruel (), Stinkhorn Tonic (), and Palefrost Elk ().

b. Lilmoth's trainer has 5 skill lines, so the players draw 5 tokens from the trainer bag and place them near the gazetteer: Acrobatics, Daedric Summoning, Heavy Armor, Restoring Light, and Shadow.

3. At this time, the party would resolve side quests that it could complete, but the party has no side quests to resolve yet.

LILMOTH
Known as "The Festering Jewel of Murkmire," Lilmoth is a city of opportunity and danger, a place to make one's fortune and potentially lose it to the criminals who run unchecked through its streets. Despite its unsavory elements, it is a beautiful old city that frequently charms its visitors. Cyrodilic Collections, an organization that collects Argonian artifacts, is attempting to found a museum here.
1
Oliis Bay Tradeways: When an adventurer takes a shop town action, they may gain 2 items instead of 1.
Marshland Market
2b
Trainers Available: 5
Common: 6
Legendary: 0
2a
The Lusty Argonian Footman
Quest Board
Guild Kiosk
Town Square
Alchemy Station
Cyrodilic Collections: Discard a . During today's Reward Phase, gain 1 bonus XP.
13

Lilmoth page from Black Marsh Gazetteer

After setting up the encounter, each adventurer has 2 town actions (see Rulebook, page 39–page 40).

- Neither adventurer has gained fatigue or lost HP, so they each decide not to spend a personal action to visit the inn.
- The party's Undaunted guild quest card gives each of them the Pledged guild kiosk town action, which gives each of them the option to discard all items in the shop, refresh them, and take any 1 item from the new selection. However, both adventurers like the current selection, so neither of them decides to use this action.
- Ryan wants future access to healing abilities, so he spends his first action to visit the trainer and take the Restoring Light skill line token. Then, he adds it to the right slot of his fourth attribute row.
- Shannon thinks the Shadow skill line will pair well with her One Hand and Shield and relatively high Stamina, so she also visits the trainer and adds that token to the right slot of her third attribute row.
- Ryan spends his second action to visit the shop. The shop has many common cards to choose from; fortunately, Lilmoth's Olis Bay Tradeways effect says that when an adventurer would shop for items, they take 2 cards instead of 1. Ryan takes the Oak Lightning Staff and the Bravil Melon Salad. Since his ready slots are not full, he decides to add both item cards to his ready slots.
- Shannon decides to visit the quest board, which allows her to draw a side quest card. She draws the top 2 cards from the Side Quest Deck, which are The Dark Forces of Greed and The Prodigal Bandit. The players read both cards; they agree that The Dark Forces of Greed looks easier to accomplish, since they are already close to Black Marsh's southernmost conflict landmark (☠). Shannon takes that card, accepting it as a side quest for the party. After this, both adventurers have used their town actions, so the Encounter Phase is completed. The players proceed to the Reward Phase.

Ryan's skill line and item card choices

Shannon's skill line and side quest card choices

Day 1—Reward Phase

Town encounters rarely award XP, instead providing training and items. As such, the party XP did not increase on the first day, and the adventurers have none to spend during this Reward Phase. Fortunately, they will have other opportunities after their next encounter.

Day 1—End of Day Phase

At the start of the End of Day Phase, the party must resolve a province effect (see Rulebook, page 45). Because they had a town encounter, the adventurers did not draw a peaceful overland card earlier in the day. They now draw the top card of that deck, Swamp Fever, which has .

Looking at the Black Marsh province effect, this means that the players must set the weather track to Rainy. This reduces the party's base overland movement rate to 2 hexes but will not affect the party until the next day. After setting the weather track, the party cycles the drawn peaceful overland card to the bottom of its deck.

After completing the Activate Province Effect step, the party can rest. The adventurers lost no HP and added no dice to their cooldown tracks, so they do not heal or remove dice. If they had, they would heal 1 HP and remove 1 die because they are playing at the Adept difficulty level.

The adventurers are permitted to trade items during the Adventurers Rest step, so Ryan decides to give Shannon the Bravil Melon Salad, an item he gained during their town encounter.

After this, the day ends and a new day begins.

There should be an Argonian healer somewhere nearby.
1
If the weather is Flooding, you cannot select this option.
Make a social check (+ 3). If successful, each adventurer must discard 1 item, if possible. If unsuccessful, each adventurer must discard 2 items, if possible, gaining an overfatigue if they cannot.
You know you need to lie still before you move on.
1
Adventurers can only spend XP on tenacity during today's Reward Phase, and the Adventurers Rest step is skipped.
WEATHER GAUGE
SUNNY
RAINY
FLOODING

Because this symbol is on the next card in the Peaceful Overland Deck, the weather switches to Rainy. The players move the counter token to that space.

Day 2—New Day and Overland Phases

As day 2 begins, the party advances the Day Dial to 2. Their current quest step says it is completed by traveling to either Stormhold at the extreme north of the map, or by traveling to nearby Stonewastes. They also have a side quest that could be completed by traveling to the southernmost conflict landmark (☠)—Blackrose Prison, which is even closer. However, they do not feel ready to face a level 10 enemy in that clash.

During the Overland Phase, they decide to move the party token 3 hexes northwest from Lilmoth and toward Stonewastes. Because the weather is now Rainy (it changed during the previous End of Day Phase), the party's base movement rate is 2. The party must use fatigue movement to move its last hex, which means each adventurer adds 1 light fatigue to their cooldown track.

The party stops at the unstable landmark (✲) hex southeast of Dead-Water Village. The party does not trigger a quest encounter at its location, and it is not in a town. Because the party is at a ✲ hex, a player must roll the unstable die to determine what kind of encounter the party triggers. They roll a 👁 result, which means they must draw the top card of the Peaceful Overland Deck. They draw Mending Fences, then move on to the Encounter Phase to resolve this encounter.

Because the party chose to stop on an ✲ hex, they must roll the unstable die. The result causes them to draw a peaceful overland card.

Day 2—Encounter Phase

During the Encounter Phase, the players read the Mending Fences card's story text and then flip it over to see that it has 2 peaceful (🔥) encounter choices. They must resolve the encounter by making a choice, so they read the options on the card (see Rulebook page 36).

The first option on the card would allow them to pass by and travel 3 extra hexes on their next day but gain only a 1 XP reward. The second option would let them stop to help and gain a 2 XP reward, but would also require them to either be dealt 2 true damage or add 3 fatigue to their cooldown track, then skip the Adventurer's Rest step of the End of Day Phase. However, the second choice's icon is shown in a red circle, meaning that it is unstable.

Because the party is on an unstable (✲) landmark, the players **must** resolve the unstable choice. Further, because Mending Fences states that if the party is on an unstable landmark when resolving the second choice, each adventurer must choose to resolve this option by being dealt 2 true damage. This damage will not defeat either adventurer, so both must resolve this option. Neither adventurer can reduce the damage, so each removes 2 HP chips from their stack. The encounter is then successfully resolved, and the players move on to the Reward Phase.

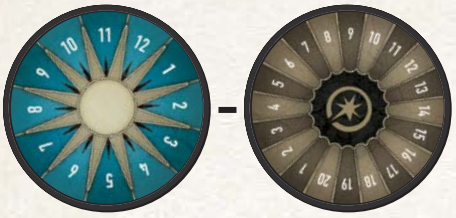
Mending Fences
As you pass by a small saltrice farm, you see a shirtless, middle-aged Argonian struggling with a broken fencepost that's sunk into the mud. Spotting you, he attempts to wave you over, cursing as the effort allows the post to slip back into the mire.
"The Dark Elves think all is forgiven now that the Pact has been signed," the farmer spits. "But they still control the saltrice markets, and they didn't respect the land they worked if it wasn't home to a Mer. I'm trying to get by on my own now, but it's getting harder all the time to have anything left over after I feed the kwama. Care to lend a hand for an afternoon?"
BM-15
You don't have time for this! 1
Persistent: After your next Overland ...
you may move the party up ... additional hexes. Then, discard ... card.
... make the repairs. 2
Each adventurer either gains 3 light fatigue or is dealt 2 true damage. Skip today's Adventurers Rest step, unless you are occupying Xal Ithix or Hutan Tzel.
Unstable: Adventurers must choose the true damage unless it would defeat them.

Because the party is in an unstable hex on the map, they must choose the unstable option (marked by the red circle).

Day 2—Reward Phase

After resolving day 2's encounter, the adventurers complete the Reward Phase (see Rulebook page 43).

1. First, the party gains its reward for succeeding at the encounter. The party's encounter choice granted a 2 XP reward, so the party increases its XP Dial from 2 to 4. Each adventurer also adjusts their XP tracker peg to show they have 2 available XP.

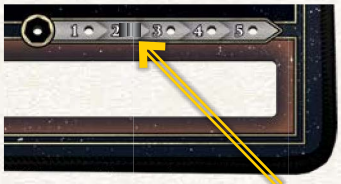


The group XP is rotated from 2 to 4.

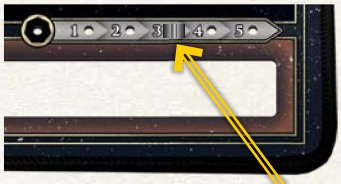
Ryan's XP increase

Shannon's XP increase

2. The party resolved the encounter at an unstable location (✲) on the overland map. Because of this, each adventurer gains 2 tenacity for resolving the encounter. Each adjusts their tenacity peg to show this.



Ryan's tenacity increase



Shannon's tenacity increase

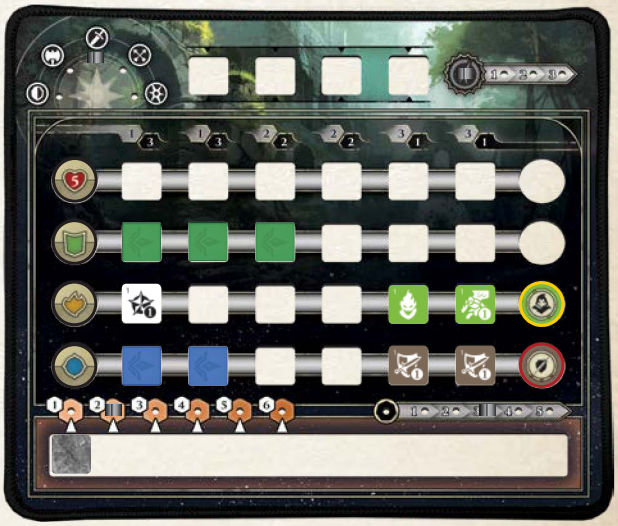
3. Next, the adventurers each decide whether to untrain any of their stats or skills. At this point in the game, neither wants to do so.

4. After this, the adventurers gain their advancements and spend XP individually.

a. Ryan spends 1 XP to add 1 Purge skill die (a level 1 skill) to his Restoring Light skill line. That skill line's round token is at the right side of its row, so the XP cost to add this die is set by the number in the black box above the rightmost column, where the die will be placed. He also spends 1 more XP to add a Hasty Prayer skill die, which is Restoring Light's other level 1 skill. Ryan has spent all XP from his individual tracker and adjusts it to its 0 position.

b. Shannon spends 2 XP to add 1 Shadow Cloak skill die and 1 Refreshing Shadows skill die to her Shadow skill line; these are both level 1 skills. As above, each of these advancements costs 1 XP, as set by the numbers above the column each die is placed in. Shannon then adjusts her XP tracker to 0.

Ryan's final mat state after rewards



Shannon's final mat state after rewards

5. Finally, if the party's current quest step would require players to track quest progress resulting from the encounter, they would do so now. The step does not require this, so the party skips this step. Then, the Reward Phase ends.

Day 2—End of Day Phase

After the Reward Phase, the players complete day 2.

1. At the start of day 2's End of Day Phase, the party must again activate the province's effect. Because the adventurers had a peaceful overland encounter, they refer to the Mending Fences card they drew, which shows ↑. The party sets the Black Marsh weather gauge to Sunny, which gives the party a base overland movement rate of 3 hexes on the next day. The party resolved its overland card, so after setting the weather gauge, it discards that card in a separate discard pile (instead of cycling it back in).

2. After this, the party would normally move onto its Adventurers Rest step, but its encounter choice requires it to skip that step. At the Adept difficulty level, each adventurer would heal for 1 HP and also remove any 1 die of their choice from their cooldown track, but this day they do not.

- **a.** Ryan now has 2 HP remaining. He keeps the 1 light fatigue die he gained from overland fatigue movement this day.
- **b.** Shannon has 3 HP remaining. She also keeps the 1 light fatigue die she gained.

Because they skipped the Adventurers Rest step, neither adventurer can trade any items, so day 2 ends.

You don't have time for this! 1
Persistent: After your next Overland Phase, you may move the party up to 3 additional hexes. Then, discard this card.
Help make the repairs. 2
Each adventurer either gains 3 light fatigue or is dealt 2 true damage. Skip today's Adventurers Rest step, unless you are occupying Xal Ithix or Hutan Tzel.
Unstable: Adventurers must choose the true damage unless it would defeat them.
WEATHER GAUGE
SUNNY
RAINY
FLOODING

The icon on the peaceful overland card causes the weather to change from Rainy to Sunny. The players move the counter token to that space.

Day 3—New Day and Overland Phases

As day 3 begins, the party advances the Day Dial. The weather gauge is at Sunny, so the party has its normal 3 hexes of movement. Shannon and Ryan see they are 4 hexes away from Stonewastes and also adjacent to Blackrose Prison. They could use fatigue movement to get to Stonewastes. However, in order to complete their current guild quest step there, they will need 2 legendary items (), and that town's shop only has 1 such item available. They also don't feel ready to trigger the clash on their side quest.

The players don't want to let a day go by without an encounter, so they move 2 hexes northwest, then 1 hex north, stopping at the unstable landmark () 1 hex south of the Plateau of the Traveler.

Again, the party does not trigger a quest or town encounter, so it must roll the unstable die to determine what kind of encounter is triggered at the . The players roll a result, which means they must draw the top card of the Conflict Overland Deck, which is A Pirate's Death for Ye.

After reading the card's story text, they flip it over to see it offers 2 choices: a delve () encounter to search for a hoard of legendary items and a peaceful () encounter providing a common item to each adventurer. This seems like a great chance to gather the legendary items they need to complete their current quest step! However, they are at a , so the encounter card says they must set the weather gauge to Flooding. Then, since the weather is Flooding, they must set the Round Counter die to 2. Now that the adventurers have classes, they have more abilities than in their first battle. So, despite the increased risk, they choose to try their luck with the delve battle.

A Pirate's Death For Ye
The presence of Alten Corimont has always guaranteed a lively culture of pirates and smugglers in Black Marsh, but most of their tall tales of legendary buried treasure in the region have been nothing but idle talk at a late-night saloon. This map, however, seems a little more real.
You found it clutched in the hand of a decaying Orc skeleton, and a quick perusal of the area reveals that the landmarks line up perfectly to show you the mouth of a heretofore hidden cave opening. There's likely plenty of booty inside, but if anyone else finds out about this, you're liable to have a passel of plunderers on your hands.
BM-08
Follow the map to an underground hoard.
When a cache would be placed, place a cache instead.
If the weather is Flooding, set the Round Counter to 2.
Unstable: Set the weather to Flooding.
Battle Objective - Uncover
Someone hardier than you would pay good money for a map like this...
Select an adventurer to keep this card as the following item:
Treasure Map: During a town encounter, you may discard this item to let each adventurer draw 1 , or let 1 adventurer draw 1 .
Plateau of the Traveler
Echoing Hollow
Deep Swamp Forge
Blackrose Prison
Weather Gauge
Sunny
Rainy
Flooding

The adventurers travel to another unstable location, which results in drawing the conflict overland card shown above. Then, the adventurers' encounter choices cause the weather to change from Sunny to Flooding, moving the counter token to that space.

Delve Battles

Ryan and Shannon prepare to play their delve battle. This involves more rules than the clash battle they played for the Jailbreak Introduction encounter, so they refer to the Rulebook's Delve section (page 73–page 79).

Day 3—Delve Setup

The players proceed to the Encounter Phase to set up the delve battle (see page 73).

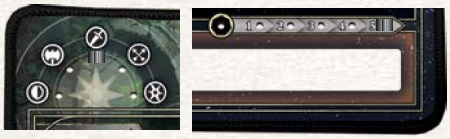
1. The players separate the delve tiles into their stacks. Then, they place the entrance tile on the edge of the play area, with the icon facing the middle of the play area.

2. For this battle, the players decide to give the first player token to Ryan.

- Ryan deploys his Dark Elf adventurer chip to the top hex of the right column. He switches to form.
- Shannon deploys her chip next. She deploys her chip to the bottom hex of the right column. She is already in battle form, so she does not switch. She decides to use her Bravil Melon Salad to grant herself 3 tenacity, discarding the card after doing so (see Item Cards in the Rulebook, page 28). This brings Shannon to 5 tenacity, which is the maximum. There are no companion units for the players to deploy.

3. Because of the "A Pirate's Death for Ye" delve's special rule, the players set the Round Counter die to 2. The battle is ready to begin.

Ryan's battle form and tenacity



Shannon's battle form and tenacity gain

Round Counter

The party prepares for their first delve.

Day 3—Delve Adventurer Turns

Continuing the example from Delve Setup, as the first battle round begins, the players have no abilities to trigger. It is not a fatigue round, so neither adventurer gains overfatigue, nor would they be dealt overfatigue damage if they had any in their cooldown track. The adventurers take their individual turns.

Ryan's Turn

Ryan has the first player token, so he is first in turn order.

Start of Turn and Exploration

At the start of his turn, Ryan is in magic battle form, so he triggers his Sorcerer class' innate ability to gain 1 tenacity, bringing him to 3 total.

Then, Ryan is occupying 1 of the entrance tile's explorable hexes (which share a icon), so he decides to trigger an exploration. This is not an action, because he started his turn in an explorable hex (see Delve Exploration in the Rulebook, page 77).

1. Ryan draws the top card of the Delve Deck, which is Spore Chamber. It shows a 3-hex tile. He draws a tile matching the shape depicted on the Spore Chamber card.

2. The card has 2 text effects:

a. The card's When Revealed effect is resolved immediately. Each adventurer must either drain a Combat skill die from anywhere on their adventurer mat or gain a Bane status die. Ryan decides he can spare a Combat die for the battle, so he removes it from its slot and places it on his race sheet. Shannon adds a status die set to the Bane icon to the leftmost open position in her cooldown track.

b. The card also has a blue skyshard effect box. The numbered effects in this box will be triggered later, when an adventurer moves into 1 of this tile's hexes and gains the room's single skyshard ().

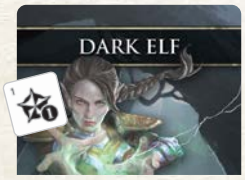
3. Ryan connects the tile to the entrance tile. He notes he must connect it so that only 1 of its hexes is adjacent to both of the entrance tile's hexes (see "Connect Tile" under Drawing Cards and Tiles in the Rulebook, page 77).

4. The card has no common () or legendary () caches, so none are placed in the tile's hex that has both a and helm () icon.

5. The card's challenge scale shows a single level 1 enemy in its 2-adventurer row (). With 2 adventurers and 4 XP in its XP Dial, the party calculates an EP of 8, but the maximum level of enemy that can be deployed is level 1, per the challenge scale. So, the adventurers draw and deploy a level 1 Spriggan to that tile's hex that has both a and icon on it. Despite the EP not being entirely used, no more enemies are deployed because there are no more on the card's challenge scale, and there are also no more icons on the new tile.

6. Ryan places the card faceup next to the new tile because it still has an unclaimed skyshard.

The tile is connected, so the exploration is resolved. Ryan then continues to his Recovery step.



Ryan's drained combat die

Shannon's cooldown track with Bane status die

Delve map and Spore Chamber card

Recovery Step

Ryan resolves his Recovery step. He has a Cooldown stat of 2 and still has 1 light fatigue die remaining in his cooldown track from day 2, so he removes that die now and discards it. He moves on to his Action step.

Engage Action
Ryan is only 2 hexes from the enemy in the newly-explored Spore Chamber, so he decides to perform an engage action next.

1. Ryan does not need to switch his battle form, because he is already in ❂.

2. Ryan declares the Spriggan in the Spore Chamber as his target. He can do so because that enemy is on an adjacent tile, which means it is in sight. It is also in range of Ryan's ❂ battle form (which gives him range equal to his Magicka stat), so he can gather his Destruction Staff line's Force Shock dice.

3. Ryan's Restoring Light skill line also has the ❂ form. That line's new Purge die does not require a target, so Ryan can also gather that die as part of the same action. He could also roll that line's Hasty Prayer die, but although each adventurer has lost 2 HP, he decides to save it.

4. Ryan can gather a maximum of 3 skill dice with his 3 Magicka stat, so he gathers his 2 Force Shock dice and his 1 Purge die. He wants to make the most of this action, so he also chooses to use his Oak Lightning Staff weapon, which has an effect that allows Ryan to reroll 1 skill die result.

5. Ryan rolls 2 results on his Force Shock dice: a 2-damage result and a 2-tenacity result that also requires 1 damage to be dealt to an adventurer. Ryan also rolls the active (A) result on his Purge die that allows him to remove a status die and heal for 1 HP. Ryan wants to defeat the Spriggan quickly so it cannot use its Bane skill, so he uses his Oak Lightning Staff's effect to reroll the Force Shock die with a 2-tenacity result. After rerolling the die, it has a 4-damage result. Ryan could also use the weapon's overtax effect to set 2 of his dice to a face of his choice, but he does not want to discard this weapon yet.

6. Ryan resolves his die results. This is a more complex action than in his first battle, so he follows each substep.

a. Ryan decides to resolve all of his rolled icons.

b. He resolves each of his Force Shock dice first, which deals a total of 6 damage to the Spriggan. Because he resolved his 4-damage result, he must also deal 1 true damage to an adventurer, so he decides to deal 1 damage to Shannon. Then, Ryan exhausts both Force Shock skill dice, placing both in his cooldown track. He also resolves his Purge result, placing the die in an active slot.

c. The Spriggan has 1 defense, so it takes 1 damage from the first Force Shock die (preventing the other 1 damage dealt) and another 4 damage from the second die, reducing it to 0 HP. The Spriggan is defeated, and its chip is placed in the defeated enemies stack.

Ryan's die results

Ryan's modified dice (using Oak Lightning Staff)

Shannon loses 1 HP from Ryan's engage, and the Spriggan is defeated.

7. Ryan has resolved the engage action, but before he moves on, he decides to immediately exhaust his Purge die from its active slot to remove the Bane status from Shannon's cooldown track. This also heals Shannon for 1 HP. If Ryan had not used his Purge die in this way, Shannon would have taken 1 true damage at the start of each of her turns while the Bane remained in her cooldown track. Ryan discards the Bane status die and places his Purge die in his own cooldown track.

Ryan's cooldown track

Explore Action (Second Exploration)
Ryan decides that rather than move into the Spore Chamber, he will perform an explore action to interact with the next hex. He can only do so because he has not yet moved, and he will not be able to move after taking this action. He is also able to do so because the exploration he triggered at the start of his turn was not an explore action (see Explore in the Rulebook, page 61).

1. Ryan has sight to the unexplored hex on the Spore Chamber's tile. It is 2 hexes away, so it is within his 2 Stamina stat's explore range. He draws the Darkened Hall delve card, which shows a 6-hex tile.

2. Ryan draws a matching tile, which has a and hex, a hex, 2 hexes, and a hex.

3. The card has 2 text effects:

a. The card's When Revealed effect is resolved immediately: no enemies are deployed until an adventurer moves into one of the tile's hexes.

b. The card also has a green environment effect box. This box's Dim Lighting effect will remain active for the rest of the delve, preventing adventurers from targeting enemies on this tile from the outside, or from targeting enemies outside of this tile while they are on it.

4. Ryan must connect the tile to the Spore Chamber such that one of the new tile's hexes touches the explored hex on at least 1 edge. He decides to orient it to keep whatever enemies are eventually deployed as far away as possible.

5. The card has 1 cache, so it would be placed on the hex farthest from the hex that was explored, but the encounter's special rule says a cache chip is placed instead!

6. Ryan would deploy an enemy next but skips this step for now due to the card's effect. Instead, he places the Darkened Hall's card faceup next to the new tile so its challenge scale and environment effect are both visible.

End of Turn
Ryan still has 2 available skill dice—his Combat die and his Hasty Prayer die—so he could perform another engage action. He also has 3 tenacity saved, so he could perform a class ability action. However, he will recover his 2 Force Shock dice at the start of his next turn, so he decides to save his resources until he knows what lies in the Darkened Hall. He ends his turn.

Ryan explores and finds a Darkened Hall, currently with no enemies and a legendary cache at the end of it.

Shannon's Turn

Shannon's turn is next.

Start of Turn and Recovery Step

At the start of her turn, Shannon has no ability to resolve because her innate class ability is not triggered at this time.

Then, Shannon resolves her Recovery step. Like Ryan, she has 1 light fatigue die in her cooldown track, so she removes it and then moves on to her Action step.

Move Action

Shannon wants to claim the skyshard in the Spore Chamber for the party. She decides to perform a move action. With a Stamina stat of 3, she can move up to 3 hexes.

1. First, she moves 1 hex into the Spore Chamber. Because she moves into a hex on that tile, she immediately gains its skyshard but must then resolve the room's skyshard effect. She sets the card faceup near the overland encounter card to show how many skyshards the party has gained. This is the party's first skyshard, so she triggers the card's first effect and resolves it on herself. Shannon must gain light fatigue until her cooldown track is full. It is currently empty, so she gains 13 light fatigue dice!

2. Gaining the skyshard interrupted Shannon's move action but did not end it, so she still has up to 2 hexes of movement. She decides to move into the hex of the Darkened Hall.

1: Gain light fatigue until your cooldown track is full.
2: Gain 1 overfatigue.
3+: Deploy 2 level 5 enemies to the closest unoccupied hexes to you. These enemies gain a Bane status die.

Shannon gains the Spore Chamber's skyshard, but also 13 light fatigue!

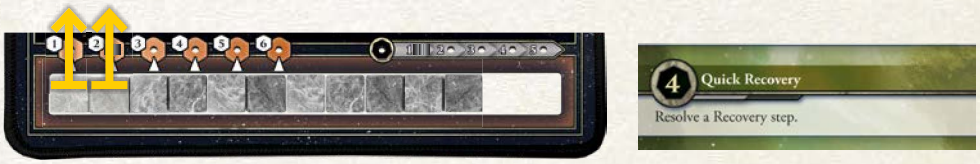
3. Shannon's move action is again interrupted when she enters the Darkened Hall. As the first adventurer to move onto the tile, the card's effect requires her to deploy enemies. The card's challenge scale's 2-adventurer row shows 1 level 5 and 2 level 1 enemies. The party's EP is still 8, and the tile has only 2 hexes with a icon, so Shannon first populates a level 5 enemy, which is a Hackwing Swarm. She deploys the Hackwing Swarm to the and hex, which is farthest from the hex that Ryan explored to reveal this tile. 3 EP still remain, so Shannon also deploys a level 1 enemy, which is a Skeleton, to the other hex. She has no hexes of movement remaining, so her move action ends.

Dim Lighting: The first time an adventurer moves onto this tile, deploy enemies to this tile per this card's challenge scale. Adventurers occupying this tile cannot target enemies not occupying this tile. Adventurers not occupying this tile cannot target enemies occupying this tile.

Now that Shannon has entered the Darkened Hall, she finds a Skeleton and Hackwing Swarm are deployed there.

Class Ability Action

Shannon's cooldown track is full, so any dice she exhausts will be drained and cause her to replace the rightmost light fatigue die in the track with an overfatigue. She decides to spend 4 tenacity to resolve her Acrobat Quick Recovery class ability (reducing her to 1 tenacity), which allows her to activate her recovery again. Then, she removes the 2 leftmost light fatigue from her cooldown track.



Shannon spends 4 tenacity to remove 2 light fatigue.

Engage Action

Although the Hackwing Swarm is now in sight and potentially in range, Shannon did not start her turn adjacent to it, so it will ignore any damage she deals due to its Elusive skill. The Skeleton is also in sight and is only 1 hex away. Shannon decides to perform an engage action to take advantage of her new Shadow line skills.

1. This is Shannon's first engage action this turn, so she does not gain fatigue. She decides to change her battle form from to form.

2. Shannon does not declare a target. She gathers her Shadow Cloak and Refreshing Shadows skill dice, which she can do because the Shadow line has no battle form requirement and neither skill requires a target. She also gathers her single Combat die, which does not require a target while she is in form.

3. Shannon rolls the 3 dice she has gathered. Her Shadow Cloak result allows her to gain a Stealth status die when she places it in an active slot, and also to exhaust that die to ignore 1 defense on a target enemy. Her Refreshing Shadows result allows her to remove 2 light fatigue for each unit in play with a Stealth status die. Finally, her Combat die is a result.

4. Shannon resolves her die results.

a. She decides to resolve all 3 of her rolled icons.

b. Shannon resolves her Shadow Cloak die first, placing it in her active slot. Then, she takes a status die, sets it to its Stealth side, and places it in her cooldown track. After doing this, she resolves her Refreshing Shadows die. Because she now has a Stealth status die, she removes 2 light fatigue dice from her cooldown track when she exhausts that skill die and places it in the cooldown track. She also adds her Combat die to an active slot; she can exhaust that die later to prevent damage when she is engaged by an enemy.

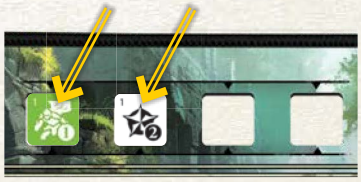
5. The engage action ends. While the Stealth status remains in Shannon's cooldown track, she is targetable only by enemies that begin a turn adjacent to her—such as the Skeleton. The status will remain in her cooldown track until it is removed either during a Recovery step or after she deals damage to another unit.

End of Turn

Shannon still has 2 available Shield Discipline skill dice, but she decides to save them for her next turn rather than perform another engage action. She also still has 1 tenacity saved, so she could perform her Rousing Speed class ability action. However, she decides to wait through the enemy turns. She ends her turn.

Shannon changes her battle form.

Shannon's die results



Shannon places her Shadow Cloak and Combat dice into her active slots.

Shannon places a status die, set to Stealth, into her cooldown track. Then, she places her Refreshing Shadows die there and removes 2 more light fatigue for its ability.

Day 3—Delve Enemy Turns

After both adventurers have taken their turns, the enemies take their turns.

Hackwing Swarm Turn

The Hackwing Swarm has the highest enemy level, so it takes its turn first.

1. The Hackwing Swarm has no status effects or other abilities to resolve at the start of its turn.

2. The Hackwing Swarm has a range of 1 and neither adventurer is adjacent to it, so it must move.

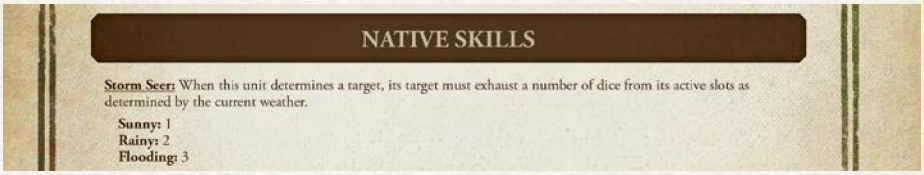
a. First, it determines a destination hex where at least 1 targetable unit would be within its range and in sight. The Hackwing Swarm did not start this turn next to Shannon, so she is not targetable because a Stealth status effect is in her cooldown track. Ryan is targetable, so the Hackwing Swarm would instead move toward him. However, there is no destination hex where Ryan would be in range and sight, so the Hackwing Swarm will instead move as far as it can towards the closest opposing unit, whether or not it is targetable. The Hackwing Swarm's destination hex is the unoccupied hex adjacent to the hex occupied by Shannon.

b. The Hackwing Swarm moves 2 hexes, ending its move in the hex adjacent to Shannon's hex on its southeast side.

3. The Hackwing Swarm determines its target. It can target up to 2 opposing units within its 1 range, and it will prioritize the weakest unit. However, although Shannon is now in range, she remains untargetable because of the Stealth status die in her cooldown track.

4. The Hackwing Swarm has no target to engage, so it skips the rest of its Engage step and has no roll to resolve. This also means that it cannot resolve its native skill, which is Storm Seer because this battle is happening in Black Marsh (see Black Marsh Gazetteer, page 4).

5. Neither adventurer has an ability they want to trigger as a reaction, so the Hackwing Swarm's turn ends.


NATIVE SKILLS
Storm Seer: When this unit determines a target, its target must exhaust a number of dice from its active slots as determined by the current weather.
Sunny: 1
Rainy: 2
Flooding: 3

The Hackwing Swarm moves closer to Ryan and Shannon but cannot engage this turn.

Skeleton Turn

The Skeleton takes its turn next.

1. The Skeleton has no status effects or other abilities to resolve at the start of its turn.

2. The Skeleton has a range of 1 and started its turn adjacent to Shannon. She is therefore targetable by the Skeleton, despite her Stealth status die. This means that the Skeleton does not need to move.

3. The Skeleton determines its target. It can target up to 2 opposing units within its 1 range. Only Shannon is in range, so it targets her.

4. The Skeleton resolves its Engage step.

a. Ryan gathers and rolls the Skeleton's 1 enemy Combat die, for a ❶ result, which is resolved against Shannon.

b. Shannon exhausts her Combat die with its ❷ result from her active slot to prevent 1 damage. She places the exhausted Combat die in her cooldown track.

5. The Skeleton has engaged and Shannon has reacted, so its turn ends.

All units have taken their turn, so the round ends. The adventurers have gained 1 skyshard, so the encounter's objective is not complete. The adventurers do not wish to retreat, so the battle continues.

The Skeleton targets Shannon for its engage. She prevents the damage by exhausting her active Combat die.

Day 3—Delve Adventurer Turns (Second Round)

At the start of the second round, the players increase the Round Counter die to 3 (instead of 2). They do this because they set the die to 2 during setup due to the "A Pirate's Death for Ye" delve's special rule. It is not a fatigue round, so neither adventurer gains overfatigue. Then, the adventurers take their individual turns.

Ryan's Turn

Ryan has the first player token, so he is first in turn order.

Start of Turn

At the start of his turn, Ryan is in ⎈ battle form, so he triggers his Sorcerer class's innate ability to gain 1 tenacity, bringing him to 4 total.

Recovery Step

Ryan resolves his Recovery step. He still has 2 Force Shock dice and 1 Purge die remaining in his cooldown track from round 1. He has a Cooldown stat of 2, so he recovers his 2 Force Shock dice, placing both dice back in their correct attribute row.

Ryan' recovers 2 dice.

Ryan's mat after his recovery.

Move Action

Ryan decides to perform a move action. With a Stamina stat of 2, he can move up to 2 hexes. He moves 2 hexes into the Spore Chamber, stopping in the ⌂ hex on that tile that is adjacent to Shannon's ⌂ hex on the Darkened Hall tile. Note that this hex is not explorable because it is already adjacent to another ⌂ hex.

Engage Action

Ryan decides to perform an engage action.

1. This is Ryan's first engage action this turn, so he does not gain fatigue. He chooses not to switch battle forms, because he is already in ⎈.

2. Ryan does not declare a target. He is on the Spore Chamber tile, which is adjacent to the Darkened Hall tile, so normally both Shannon and the enemies on that tile would be in sight of Ryan. However, the Darkened Hall's Dim Lighting environment effect means that Ryan cannot target enemies on that tile while he is not on it.

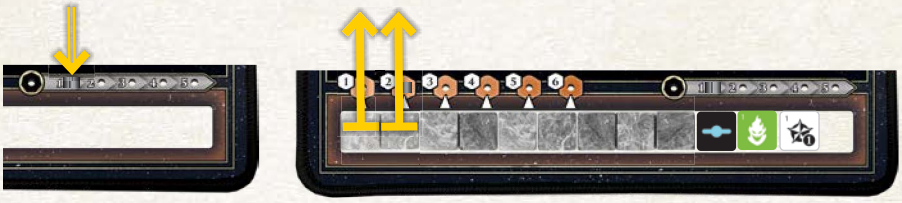
3. Because he did not declare a target, Ryan cannot gather his Force Shock dice. But Ryan's Hasty Prayer skill die does not require a target. Ryan gathers his Hasty Prayer die.

4. Ryan rolls the Hasty Prayer result that can heal each adventurer for 2 HP.

5. Ryan resolves his die result. This heals each adventurer for 2 HP, raising Ryan's current HP to 4 and Shannon's current HP to 5. Then, Ryan exhausts that die, placing it in his cooldown track.

Class Ability Action
Ryan wants to support Shannon further, so he decides to spend 1 tenacity to resolve his Sorcerer class's Power Surge ability (reducing him to 3 tenacity). He spends 2 additional tenacity to choose Shannon to remove an equal number of the leftmost dice from her cooldown track (reducing him to 1 tenacity). Shannon removes 2 light fatigue.

Ryan moves, then engages to heal each adventurer for 2 HP.



Ryan spends tenacity to resolve his Power Surge class ability so that Shannon removes 2 light fatigue from her cooldown track.

End of Turn
Ryan still has a Combat die available, which he could roll to add to his defense, but he decides to save it for his next turn rather than perform another engage action. He ends his turn.

Shannon's Turn
Shannon's turn is next.

Recovery Step
Shannon resolves her Recovery step. She still has 7 light fatigue dice remaining in her cooldown track from round 1, as well as her Stealth Status die and her Refreshing Shadows and Combat skill dice. She removes 2 light fatigue.

Shannon removes 2 more light fatigue dice.

Engage Action

Shannon decides to perform an engage action, because both enemies are adjacent to her. Although she still has her Stealth status die, each enemy that starts its turn adjacent to her will be able to target her.

1. This is Shannon's first engage action this turn, so she does not gain fatigue. She decides to change her battle form from ◐ to ◑ form.

2. Shannon declares the Skeleton as her target. Shannon and the Skeleton are both on the Darkened Hall tile, so it is in sight and not affected by the tile's Dim Lighting effect. When Shannon engages, her active ❶ Shadow Cloak die's ability says she may exhaust that die to ignore 1 defense on her target enemy. She decides to do so now and places that die in her cooldown track.

3. Shannon gathers her 2 Shield Discipline skill dice.

4. Shannon rolls a ❷ and a ❶ for her Shield Discipline results.

5. Shannon resolves her die results.

a. Shannon decides to resolve both of her rolled icons.

b. She resolves each of her Shield Discipline dice, which deals a total of 3 damage to the Skeleton. Because she dealt damage, she must discard her Stealth status die, which she does. Then, she places both Shield Discipline dice in her active slots.

c. The Skeleton has 2 defense, but Shannon exhausted her Shadow Cloak ability to ignore 1 defense, so the Skeleton only prevents 1 damage and takes 2 damage from her One Hand and Shield dice, reducing it to 0 HP. The Skeleton is defeated, and its chip is placed in the defeated enemies stack.

6. Neither Ryan nor the Hackwing Swarm has an ability to trigger during the Units React step, so the engage action ends.

Shannon changes her battle form.

Shannon places her Cloak and Combat die into her cooldown to trigger its effects.

Shannon's die results

Shannon places her Shield Discipline dice into her active slots.

Shannon discards her Stealth status die.

Shannon engages, exhausting her active Shadow Cloak die to ignore the Skeleton's defense and defeat it. After dealing damage, she also discards her Stealth status die.

Acrobat Move Ability and Lockpick Check

Shannon is no longer surrounded by occupied hexes, so she can move. Because she just defeated an enemy, she resolves her Acrobat Class' innate ability, which allows her to immediately move up to 4 hexes. She moves 2 hexes into the hex with the legendary (cache) cache. This interrupts her move and she chooses to make a lockpick check on the cache.

Shannon uses her Acrobat's innate ability to move into the hex with the cache.

1. Shannon looks at the back of the top card of the (cache) Deck. The card has a 6-5-2-3 difficulty code. The 6 digit is the key digit, and the code has 4 attempts. Shannon rolls the lockpick dice, resulting in a 4, 2, and 2.

2. She can now adjust results. This code has a key digit, so Shannon must match that digit before she can keep any of the other dice. She decides to gain 2 light fatigue, which allows her to change up to 2 results. She changes the 4 result twice, setting it to 6.

3. Shannon has matched the 6 key digit, so she can keep other results on this roll and future rolls. She has also matched the 2 digit. However, she has not yet matched the entire code.

4. Shannon still has 3 attempts, so she keeps one matching 2 result but does not need to keep the 6 result after matching the key digit. She returns to the reroll step and rolls her 6 result and her non-matching 2 result, resulting in 5 and 4.

5. The 5 matches the code. She can again adjust results, so she decides to gain 1 light fatigue, which allows her to change 1 result. She changes the 4 result, setting it to 3.

6. Shannon has now matched all digits of the code with her dice, so she succeeds at the lockpick check! The cache is unlocked, so she discards the chip and takes the top card of the cache item deck. It is a weapon item (hammer), the Scampcrusher. She adds the item to her ready slots.

The lockpick check interrupted Shannon's Acrobat class move ability. She moved 2 hexes and can still move up to 2 more hexes, so she moves to the unexplored hex and ends her move.

Legendary item card with 4 attempts and a 6-5-2-3 difficulty code.

Shannon gains 3 light fatigue to adjust her lockpick result – 2 in her first roll, 1 in her fourth roll.

Although Shannon is now occupying an explorable hex, she chooses not to trigger an exploration at this time.

Shannon succeeds at her lockpick check on the cache to gain the Scampcrusher item. She continues her movement, ending in the explorable hex but chooses not to trigger an exploration.

End of Turn

Shannon's previous movement was a non-action ability, so she could still perform a move action. However, she has no available dice and does not want to move back toward the Hackwing Swarm enemy remaining on the Darkened Hall tile. She decides to end her turn.

Day 3—Delve Enemy Turns (Round 2)

After the adventurers have taken their turns, the Hackwing Swarm is the only enemy still on the map.

Hackwing Swarm's Turn

There are no start of turn effects to resolve, so the Hackwing Swarm goes straight to its Move step. Its range is 1 and neither adventurer is in range, so the Hackwing Swarm must move.

1. The Hackwing Swarm first determines a destination hex to move toward. The destination hex must be the closest hex where at least 1 targetable unit would be within its range and in sight. If that is not yet possible, the enemy will move as far as it is able toward the closest opposing unit.

2. Enemies can move up to 2 hexes. The adventurers are each 2 hexes away from the Hackwing Swarm, so there are 2 possible destination hexes that put an opposing unit within its range: the hexes northwest and northeast of the Hackwing Swarm's current hex.

a. Since both destination hexes are an equal distance from the Hackwing Swarm, it must move toward its priority unit, which is the weakest opposing unit (the one with the least HP). Ryan currently has 4 HP and Shannon has 5 HP, so the Hackwing Swarm moves 1 hex northwest, ending in the hex on the Darkened Hall tile that is adjacent to Ryan's hex on the Spore Chamber tile.

3. The Hackwing Swarm resolves its Engage step.

a. The Hackwing Swarm determines its target. Although it has 2 target icons, only Ryan is in its range of 1, so the Hackwing Swarm targets him. When the Hackwing Swarm determines its target, it resolves its Storm Seer native skill. The weather is Flooding, so Ryan must exhaust 3 dice from his active slots. However, he currently has no active dice to discard.

b. Shannon gathers and rolls the Hackwing Swarm's 3 enemy Combat dice, rolling 3 blank results.

c. Luckily for Ryan, the Hackwing Swarm rolled no damage to deal, so he takes no damage and loses no HP.

4. The Hackwing Swarm has engaged and the adventurers do not have any abilities or skills to trigger in reaction, so its turn ends.

All units have taken their turn, so the round ends. The adventurers have still gained only 1 skyshard, so the encounter's objective is not complete. The adventurers do not wish to retreat, so the battle continues.

NATIVE SKILLS
Storm Seer: When this unit determines a target, its target must exhaust a number of dice from its active slots as determined by the current weather.
Sunny: 1
Rainy: 2
Flooding: 3

The Hackwing Swarm moves toward Ryan. It targets him and resolves its Storm Seer native skill, but he has no active dice to exhaust. Then, it engages him, but deals no damage.

Day 3—Delve Adventurer Turns (Round 3)

At the start of the third round, the players increase the Round Counter die to 4 (as before, this is due to the delve's special setup rule). It is not a fatigue round, so neither adventurer gains overfatigue. Then, the adventurers take their individual turns.

Ryan's Turn

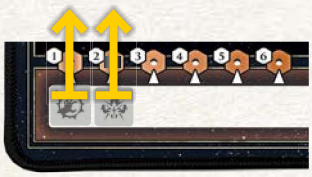
Ryan is first in turn order.

Start of Turn

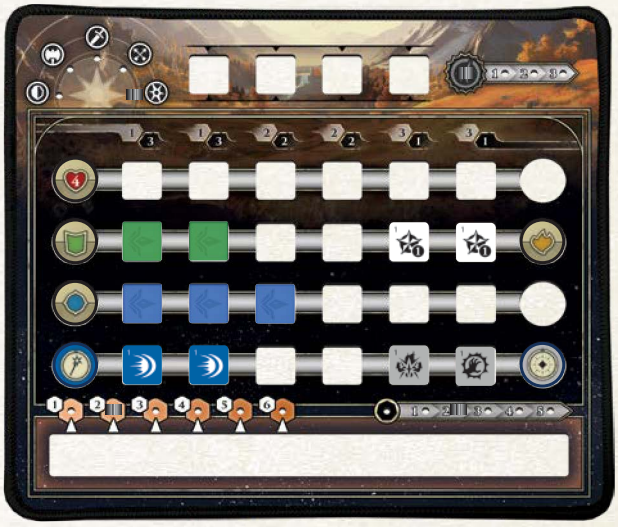
At the start of his turn, Ryan is in battle form, so he triggers his Sorcerer class's innate ability to gain 1 tenacity, bringing him to 2 total.

Recovery Step

Ryan resolves his Recovery step. He has 1 Purge die and 1 Hasty Prayer die remaining in his cooldown track. He has a Cooldown stat of 2, so he recovers both dice, placing each die back in its correct attribute row.



Ryan' recovers 2 dice.



Ryan's mat after his recovery.

Move Action

Ryan would engage the Hackwing Swarm, but it is still on the Darkened Hall tile, so he cannot target it due to that tile's environment effect. Ryan also knows that if he is targeted again by the Hackwing Swarm, he will have to exhaust any Combat die he places in an active slot. Instead, Ryan decides to perform a move action so that if the Hackwing Swarm moves after him, he can engage it next turn. Ryan moves 1 hex, ending in the hex on the Spore Chamber tile that is adjacent to the entrance tile.

Ryan moves away from the Hackwing Swarm.

End of Turn

Ryan still has tenacity to spend, but he does not want to resolve a class ability. He ends his turn.

Shannon's Turn

Shannon's turn is next. Although she has no dice available, Shannon knows this is a critical turn: the party needs 2 more skyshards to succeed at this delve and another item to complete its side quest.

Start of Turn and Exploration

At the start of her turn, Shannon is occupying an explorable hex on the Darkened Hall tile. She chooses to trigger an exploration. This is not an action, because she started her turn in an explorable hex.

1. Shannon draws the top card of the Delve Deck, which is Throne Room. It shows the 19-hex delve tile. She draws the tile matching the shape shown.

2. The card has 2 text effects:

a. Delve cards' When Revealed effect is usually resolved immediately unless it requires the tile to be populated. Throne Room requires that the tile be populated, so Ryan and Shannon wait to resolve the effect.

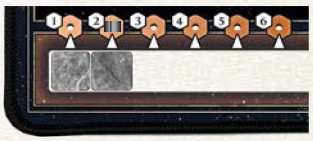
b. The card also has a blue skyshard effect that will be triggered later, when an adventurer moves into 1 of this tile's hexes and gains the room's 2 skyshards ( ).

3. Shannon connects the tile to the Darkened Hall tile, so that the Throne Room tile's hex with both a and icon is adjacent to the hex she is occupying.

4. The card shows a and cache, but Shannon places 2 caches instead due to the "A Pirate's Death for Ye" delve's special rule. She places 1 in the farthest hex from the hex she explored and the other in the next farthest hex.

5. The card's challenge scale shows the following enemies in its 2-adventurer row ( ): 1 level 20, 1 level 10, and 1 level 5 enemy. The party EP is 8, and the 19-hex tile has 4 hexes, so the adventurers draw and deploy a level 5 enemy in place of the level 20 (since the EP doesn't allow for a level 20 to be drawn), a level 1 enemy in place of the level 10 (since the remaining EP is 3), and another level 1 enemy in place of the level 5 enemy. Even though there's still 1 EP remaining and 1 hex available, the delve card's enemy limit has been reached, so no more are deployed. Shannon first draws and deploys a level 5 Skeever. The 2 hexes farthest from her are both 5 hexes away, so she chooses to place the Skeever in the hex on the southwest edge of the farthest . Next, she draws and deploys a level 1 Orc Bandit to the next farthest hex, then a level 1 Khajiit Bandit to the next farthest hex.

6. Now that the enemies are deployed, the party can resolve the card's When Revealed effect. The party decides to resolve the effect by gaining 2 light fatigue and distributing all of the dice to Ryan's cooldown track. This allows the party to deal 4 total true damage to enemies on this tile. Ryan and Shannon decide to deal all 4 damage to the Khajiit Bandit, which reduces its HP to 0. It is defeated and placed in the defeated enemy stack.



Ryan gains 2 light fatigue.

7. Shannon places the delve card faceup next to the new tile because it still has unclaimed skyshards.

The tile is connected, so Shannon's exploration is resolved. She continues to her Recovery step.

Shannon triggers an exploration in her hex, revealing the Throne Room. She places 2 caches due to the delve's special rule. She also deploys 3 enemies. The party resolves the card's effect to add 2 light fatigue to Ryan's cooldown track and deal 4 true damage to the Khajiit Bandit, defeating that enemy.

Recovery Step

Shannon resolves her Recovery step. She removes 2 light fatigue from her cooldown track. This leaves her with 9 total dice in her cooldown track, including 6 light fatigue dice.

Shannon removes 2 light fatigue.

Move Action

Shannon performs a move action and moves 1 hex into the and hex on the Throne Room tile. Because she moved onto the Throne Room tile, her movement is interrupted and she gains its 2 skyshards, raising the party's total to 3. Then, she must also resolve the Throne Room's skyshard effect, which causes her to gain 1 overfatigue for each skyshard that has been collected during the delve, including this tile's skyshards. Shannon adds 3 overfatigue dice to her cooldown track, which brings the total number of dice in her cooldown track to 12.

Gaining the skyshards interrupted Shannon's move and she can still move up to 2 hexes. She moves 1 more hex into the hex with the cache that is farthest from the Skeever's hex.

Shannon moves into the hex with the and and gains the Throne Room's 2 skyshards, but must resolve the card's effect to gain 3 fatigue! She continues her move into the hex with the cache.

Lockpick Check
Moving into the cache hex also interrupts Shannon's move. She chooses to trigger a lockpick check on the cache.

1. Shannon looks at the back of the top card of the () Deck. The card has a 2-3-1-4 difficulty code. The 2 digit is also the key digit, and the code has 4 attempts. Shannon rolls the lockpick dice, resulting in a 2, 3, and 5.

2. She can now adjust results. This code has a key digit that Shannon has already matched! She decides not to gain light fatigue to adjust results.

3. Because Shannon has matched the 2 key digit, she can keep other results on this and future rolls. She has also matched the 3 digit. However, she has not yet matched the entire code.

4. Shannon still has 3 attempts, so she keeps the matching 3 result but does not need to keep the 2 result after matching the key digit. She returns to the reroll step and rolls the dice that had the 2 and 5 results, resulting in 2 and 4.

5. She can again adjust results, but with her cooldown track nearly full, she does not want to gain any fatigue, so she lets the results stand.

6. Shannon has now matched 3 of the digits: the 2 key digit as well as the 3 and 4 digits. She returns to the reroll step again and rolls the die with the 2 result, resulting in a 1.

7. Shannon has now matched all digits of the code with her dice, so she succeeds at the lockpick check! The cache is unlocked, so she discards the chip and takes the top card of the item deck. It is a miscellaneous item (), the Signet of the Worm. She has not filled her ready slots, so adds the item to her ready slots.

The lockpick check interrupted Shannon's move action. She moved 2 hexes and can still move 1 more hex, but she decides to end her move action instead.

SIGNET OF THE WORM
RING
Discard this item before rolling during an engage. All damage dealt to your target this engage is also dealt to all other targetable enemies.
LG-031

Shannon gains Signet of the Worm.

End of Turn
Now that Shannon has gained 3 skyshards for the party, the delve's Uncover objective is fulfilled, so the party can retreat to end the battle after the current round! Shannon has also gained the second item the party needs to complete its side quest. With no available skill dice, she decides to end her turn.

Day 3—Delve Enemy Turns (Round 3)

Although the adventurers have fulfilled the delve's objective, the enemies still take their turns for this round. The Hackwing Swarm and Skeever are both level 5 enemies, so they must take their turns before the level 1 Orc Bandit. The party decides that the Hackwing Swarm takes its turn first.

Hackwing Swarm

There are no start of turn effects to resolve, so the Hackwing Swarm goes straight to its Move step. Its range is 1 and neither adventurer is in range, so the Hackwing Swarm must move.

1. The Hackwing Swarm first determines a destination hex to move toward. The destination hex must be the closest hex where at least 1 targetable unit would be within its range and in sight. If that is not yet possible, the enemy will move as far as it is able toward the closest opposing unit.

2. Enemies can move up to 2 hexes. Shannon is 4 hexes away and Ryan is 2 hexes away from the Hackwing Swarm, so the only possible destination hex that puts an opposing unit within its range is the hex adjacent to Ryan's current hex on the southeast side. The Hackwing Swarm moves 1 hex northwest, ending in that hex.

3. The Hackwing Swarm resolves its Engage step.

a. The Hackwing Swarm determines its target. Although it has 2 target icons, only Ryan is in its range of 1, so the Hackwing Swarm targets him. When the Hackwing Swarm determines its target, it resolves its Storm Seer native skill. As before, Ryan must exhaust 3 dice from his exhaust slots, but he has no active dice to exhaust.

b. Shannon gathers and rolls the Hackwing Swarm's 3 enemy Combat dice, for 2 ❶ results and 1 blank result. Both ❶ results are resolved against Ryan.

c. Ryan has no abilities to use to prevent the damage, so he takes 2 total damage, reducing him from 4 HP to 2 HP.

4. The Hackwing Swarm has engaged and the adventurers do not have any abilities or skills to trigger in reaction, so its turn ends.

The Hackwing Swarm moves adjacent to Ryan and engages him. Ryan loses 2 HP.

Skeever

The Skeever takes its turn next. There are no start of turn effects to resolve, so the Skeever goes straight to its Move step. Its range is 1 and neither adventurer is in range, so the Skeever must move.

1. The Skeever first determines a destination hex to move toward where at least 1 targetable unit would be within its range and in sight. If it cannot, it will move as far as it is able toward the closest opposing unit.

2. Enemies can move up to 2 hexes. Shannon is 4 hexes away and Ryan is 10 hexes away from the Skeever, so there is no possible destination hex that puts an opposing unit within the Skeever's range of 1. The Skeever will instead move as far as it can towards the closest opposing unit, which is Shannon. The Skeever's destination hex is the hex adjacent to the unoccupied hex on the northwest side. The Skeever moves 2 hexes, ending in that hex.

3. The Skeever cannot target an opposing unit after its movement, so its Rush skill is resolved and it moves a second time instead of resolving its Engage step. The Skeever determines its destination hex again, this time from the hex it is now occupying. Its destination is the unoccupied hex adjacent to Shannon's hex on the south side, where Shannon will be in the Skeever's range of 1 and in sight. The Skeever moves 1 more hex, ending in its destination hex.

4. The Skeever moved again instead of resolving its Engage step. The adventurers do not have any abilities or skills to trigger in reaction, so the Skeever's turn ends.

The Skeever moves toward Shannon. Then, it resolves its Rush skill to move again, ending adjacent to her. But after moving again, the Skeever cannot engage Shannon.

Orc Bandit

After the level 5 enemies have taken their turns, the Orc Bandit takes its turn. There are no start of turn effects to resolve, so the Orc Bandit goes straight to its Move step. Its range is 1 and neither adventurer is in range, so the Orc Bandit must move.

1. The Orc Bandit first determines a destination hex to move toward where at least 1 targetable unit would be within its range and in sight. If it cannot, it will move as far as it is able toward the closest opposing unit.

2. Enemies can move up to 2 hexes. Shannon is 3 hexes away and Ryan is 10 hexes away from the Orc Bandit, so the only possible destination hex is the hex adjacent to Shannon's current hex on the southeast side. The Orc Bandit moves 2 hexes, ending in that hex.

3. The Orc Bandit resolves its Engage step.

a. The Orc Bandit determines its target. Although it has 2 target icons, only Shannon is in its range of 1, so the Orc Bandit targets her.

b. Ryan gathers and rolls the Orc Bandit's 2 enemy Combat dice, for 1 ❶ result and 1 blank result. Before damage is dealt, the Orc Bandit's Aggressive skill is resolved, so Ryan rerolls the blank result into a ❷ result. Both results are then resolved against Shannon.

c. Shannon would be dealt a total of 3 damage, but she resolves her Argonian Resistance innate ability from her race sheet. Doing so prevents all of the damage dealt, but she cannot use that ability again in this battle.

4. The Orc Bandit has engaged and the adventurers do not have any other abilities or skills to trigger in reaction, so the Orc Bandit's turn ends.

All units have taken their turn, so the round ends. The adventurers have gained 3 skyshards, so the delve is fully explored! The adventurers decide to retreat, successfully completing the encounter's Uncover objective and ending the battle.

The Orc Bandit moves adjacent to Shannon and engages her. It resolves its Aggressive skill to reroll a blank result, dealing 3 damage to Shannon. She prevents the damage by resolving her Argonian Resistance innate ability.

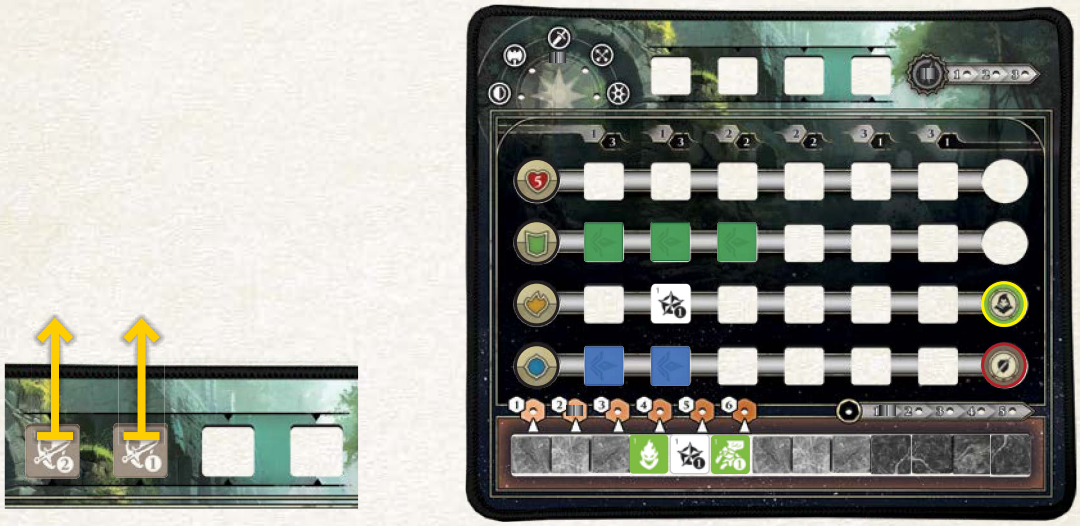
Day 3—Delve Battle Cleanup

After the encounter ends, the players must clean up the battle (see Rulebook page 86).

1. Each player places their adventurer chip back in its place on their mats.

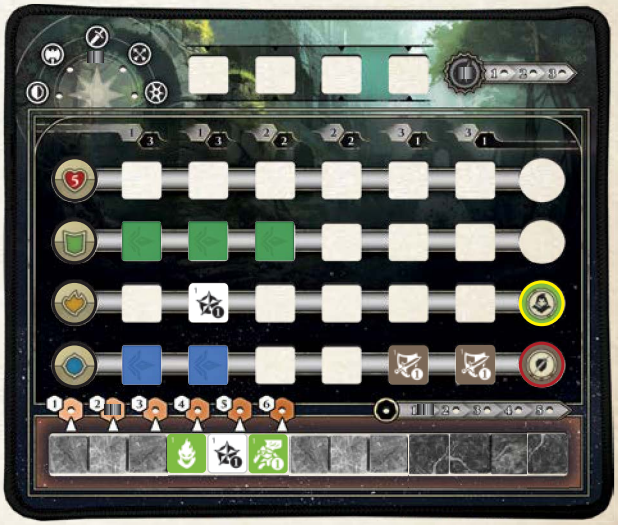
2. Shannon still has 2 Shield Discipline dice in her active slots, so she removes both and exhausts them. However, her cooldown track has only 1 open slot, so she places 1 of the Shield Discipline dice in that slot and drains the other die. Then, since she was unable to place all of the required dice in her cooldown, she drains the rightmost non-overfatigue die in her track (the other Shield Discipline die) and replaces it with an overfatigue. After doing this, each adventurer recovers all of their drained skill dice. Ryan recovers the Combat die he drained early in the battle, and Shannon recovers the Shield Discipline dice that she just drained. The other dice that are in the adventurers' cooldown tracks remain there. This leaves Shannon with a full cooldown track, which she will have to deal with during the party's next battle.

3. The players disassemble the battle map. They take the stack of defeated enemy chips, separate them by level, and place them back in their enemy bags. They sort the map tiles by shape, shuffle each stack of delve tiles facedown, and place the tiles back in their area. They also gather the delve cards they used and reshuffle the Delve Deck (making sure to leave Black Marsh's special Submerged Chamber card out of the deck) and set it back in its area. They are ready for the next battle.



Shannon removes her Active dice, but because she doesn't have room for both dice in her cooldown track, she is forced to drain them and take overfatigue.

Ryan's final mat state after battle

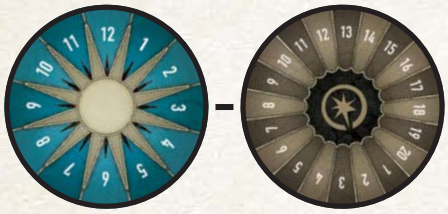


Shannon's final mat state after battle

Day 3—Reward Phase

After the delve cleanup, the players move on to the Reward Phase.

1. The party fulfilled the delve's Uncover objective and succeeded at its encounter, so it gains the 1 XP reward for A Pirate's Death for Ye, as well as 3 XP for the skyshards, because delves with the Uncover objective grant 1 XP for each skyshard gained in addition to the XP granted by the encounter card. The party gains a total of 4 XP, so it increases its XP Dial from 4 to 8, and each adventurer also adjusts their XP tracker peg to 3. The XP tracker's maximum is 3, so each adventurer must either spend enough XP to reduce their saved amount to 3 or less or convert their extra XP to tenacity at the end of this phase. Because the party completed an encounter at an unstable (✲) landmark, each adventurer also gains 2 tenacity.



The group XP is rotated from 4 to 8.

Ryan's XP Increase

Shannon's XP Increase

2. Neither adventurer wants to untrain any of their stats or skills, so they skip that step.

3. The adventurers each spend XP individually on advancements.

a. Ryan spends 2 XP to add a Wall of Elements die to his Destruction Staff line. Last time he added a die to this skill line, it only cost 1 XP, but the cost increases to 2 XP for the row's third and fourth slots. This is a level 2 die, so he is able to add it because he is keeping at least 1 level 1 die (in this case, he keeps both). Ryan spends his remaining 2 XP to add 2 red square tokens to his Health's first and second slots. This raises his total HP to 6, so he adds 2 HP chips to his stack (which raises his current HP to 4).

b. Shannon spends 3 of her 4 XP to increase her Cooldown stat to 3, because this cost is equal to the value above the new slot on the cooldown track. Shannon spends her remaining 1 XP to add 1 Combat skill die to that line's second slot.

4. The party has made progress toward its guild quest! The first step of Curators of Chaos requires adventurers to discard items during a town encounter equal to their party's size in order to complete the step. Shannon gained 2 such items during the delve from caches: the Signet of the Worm and the Scampcrusher. Normally, when the party makes progress toward a quest, the party tracks that progress in the campaign journal. However, since these items are in an adventurer's inventory and will be discarded all at once, there is no need to track them in the journal. Then, the Reward Phase ends.

Ryan's final mat state after rewards

Shannon's final mat state after rewards

Day 3—End of Day Phase

After the Reward Phase, the players complete day 3.

1. First, the party resolves the province's effect. It completed a conflict overland encounter, so instead of referring to the drawn A Pirate's Death for Ye card, it must draw the top card of the Peaceful Overland Deck. The party draws For Whom the Toll Sells, which has ◈, which means the party must keep the Black Marsh weather gauge set to Flooding (which they set in the Overland Phase due to their encounter choices). This will reduce the party's movement rate to 2 hexes on the next day, and it will also cause adventurers to gain overfatigue instead of light fatigue during fatigue movement. Then, the party cycles For Whom the Toll Sells to the bottom of the Peaceful Overland Deck.

Brave the wilds.
1
Each adventurer must roll a status die and place it in the bottom rightmost untrained slot in their attribute rows.
Persistent: When an adventurer would train a stat or skill die into a slot with a status die, they gain 2 light fatigue and then also gain the status die. Once the last adventurer gains this status die, discard this card. This persistent is not discarded at the end of a session.
You manage to sneak through, but the ruffians are hot on your tail.
2
Each adventurer draws a random enemy, starting at level 1 and moving up with each enemy drawn. Place them on this card.
Persistent: At the start of your next non-quest clash, add these enemies to the EP and deploy them first (in the order of your choosing). Then, discard this card.
WEATHER GAUGE
SUNNY
RAINY
FLOODING

Because this symbol is on the next peaceful overland card in the deck, the weather remains set to Flooding.

2. After this, the party moves on to its rest step. Each adventurer can heal 1 HP and remove 1 die from their cooldown track.

a. Ryan has 2 HP remaining, so he heals back to 3. He also chooses to remove 1 light fatigue die remaining in his cooldown track after the end of the delve.

b. Shannon has 5 HP, which is her maximum. She chooses to remove 1 of the remaining overfatigue dice she gained during the delve.

3. Shannon gives the Signet of the Worm item she gained during the encounter to Ryan, but she keeps the Scampcrusher for herself. Then, day 3 ends.

Day 4—Overland Phase

As day 4 begins, the party advances the Day Dial. It now has the items needed for the quest step, so the players decide to move 2 hexes west into Stonewastes. This triggers a town encounter at Stonewastes.

The party moves into Stonewastes and resolves the town encounter.

Day 4—Completing Quest Step 'A'

The party now resolves its town encounter at Stonewastes.

1. The party reveals the shop's item cards and the trainer's skill lines.

- Stonewastes' shop has 2 and 1 . The players draw 2 items: a Quicksilver Dagger () and a Barnacle-Back Coral Crab (). They also draw 1 : the Sigil of Magnus' Gift ().
- Stonewastes' trainer has 4 skill line spaces. The players draw 4 skill line tokens from the trainer bag: Daedric Summoning, Restoring Light, Speech, and Two Handed. The party decides to resolve the Train with the Four Winds town effect. Due to this effect, the party chooses 2 non-Warrior lines' tokens to discard and redraws until they are replaced with 2 more Warrior skill line tokens: Bow and Heavy Armor. Shannon and Ryan note that this will prevent them from spending a group action on the Town Square ability to hire a Sharp-Eyes Mercenary.

2. Ryan would like to spend a personal action to visit the town's inn, which would allow him to heal to his maximum HP of 6 and remove all dice from his cooldown track. However, the inn is closed, so he cannot take this action. Instead, he decides to visit the shop and takes the Sigil of Magnus' Gift.

3. Shannon spends a personal action to visit the shop and takes the Quicksilver Dagger.

4. The adventurers spend a group action on the first quest step of Curators of Chaos to discard items equal to their party's size in order to complete the step.

- The adventurers discard the Signet of the Worm and Scampcrusher.
- The party successfully completes the first step of Curators of Chaos! The quest is not completed, so they immediately proceed to the next quest step, which directs them to travel to Stormhold. The party will gain the completed step's 1 XP during the Reward Phase.

After this, both adventurers have used 1 personal town action and spent their other action as a group, so the Encounter Phase is completed. The players proceed to the Reward Phase.

STONEWASTES
Though others might see it as a lowly river village, the residents of Stonewastes are proud of their home. They are guarded by the legendary warriors known as the Four Winds, who recently reunited to fight off a new threat to the town they love.
Train with the Four Winds: After populating trainers, the party may replace any non- type skill lines from the trainers with randomly drawn skill lines. If the party chooses to do this, the town square is closed for this encounter.
Neekka's Wares
Trainers Available: 4
Common: 2
Legendary: 1
Inn: Closed
Quest Board: Closed
Guild Kiosk: Closed
Town Square
Alchemy Station: Closed
Hire a Sharp-Eyes Mercenary (group): Level 10: Argonian Stalker becomes a companion controlled by the party. At the end of the next battle, return it to its enemy bag.
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Stonewastes page in Black Marsh Gazetteer

Day 4—Reward Phase

The party gains the 1 XP reward for completing their first quest step. The party increases its XP Dial from 8 to 9; each adventurer also adjusts their own XP tracker.

1. Neither adventurer wants to untrain any skills.

2. The adventurers each spend XP individually on advancements.

a. Ryan saves his 1 XP for now.

b. Shannon spends her 1 XP to add a red square token to her HP stat, raising its maximum to 6. She adds another HP chip to her stack, raising her current HP to 6.

3. The Reward Phase ends.

Day 4—End of Day Phase

Now, the players can complete day 4.

1. The players resolve the province effect first. They had a town encounter, so they must draw the top peaceful overland card, which is Tribe as they Might and has no symbol. This means that the weather gauge does not move, so it remains set to Flooding.

2. After this, the party moves on to its rest step.

a. Ryan has 3 HP, so he heals back to 4 HP (out of his maximum of 6). He also removes the last light fatigue die he gained during the delve, so his cooldown track is empty.

b. Shannon is at her maximum HP. She removes another overfatigue die she gained during the delve.

3. The adventurers have no items they wish to trade, so they conclude this phase, and day 4 ends.

Further Adventures

You have reached the end of this guide and its introductory tutorial! Further adventures are now yours to control, whether you start your own campaign or continue playing this tutorial quest to its conclusion and extend it into a full campaign. Details of campaign play and other important rules are covered further in the Rulebook.

Game Phases Quick Reference

1. **New Day Phase:** Increase the Day Dial by 1 (see page 34).
2. **Overland Phase** (see page 34)
   a. **Start of Phase**
   b. **Move Party:** Your base overland movement is 3.
   c. **Trigger Encounter:** Encounter can be one of 3 types.
      - **Quest Encounter:** Takes priority when possible. Triggered by the party's current quest step in the gazetteer or an active side quest card.
      - **Town Encounter:** Triggered when the party ends its move in a town hex. Typically, each adventurer may take 2 actions during a town encounter.
      - **Overland Encounter:** Triggered when the party ends its move in a landmark hex.
        - **Peaceful:** Draw a peaceful encounter card.
        - **Conflict:** Draw a conflict encounter card.
        - **Unstable:** Roll the unstable die and draw an encounter card matching the result. If is rolled, trigger a Traveling Caravan town encounter.
3. **Reward Phase** (see page 43)
   a. **Gain Rewards (if successful):** Rewards can be XP, items, keywords, or other special rewards. If the party completed an encounter at an unstable landmark, each adventurer gains 2 tenacity, regardless of success.
   b. **Untrain (optional)**
   c. **Gain Advancements:** Usually accomplished by spending XP.
   d. **Track Quest Progress**
4. **End of Day Phase** (see page 45)
   a. **Activate Province Effect:** Found on current peaceful overland card or top card of peaceful encounter deck.
   b. **Adventurers Rest:** Heal and remove dice from cooldown track (varies based on difficulty level). Items may also be exchanged between adventurers.

DIZED TUTORIAL